

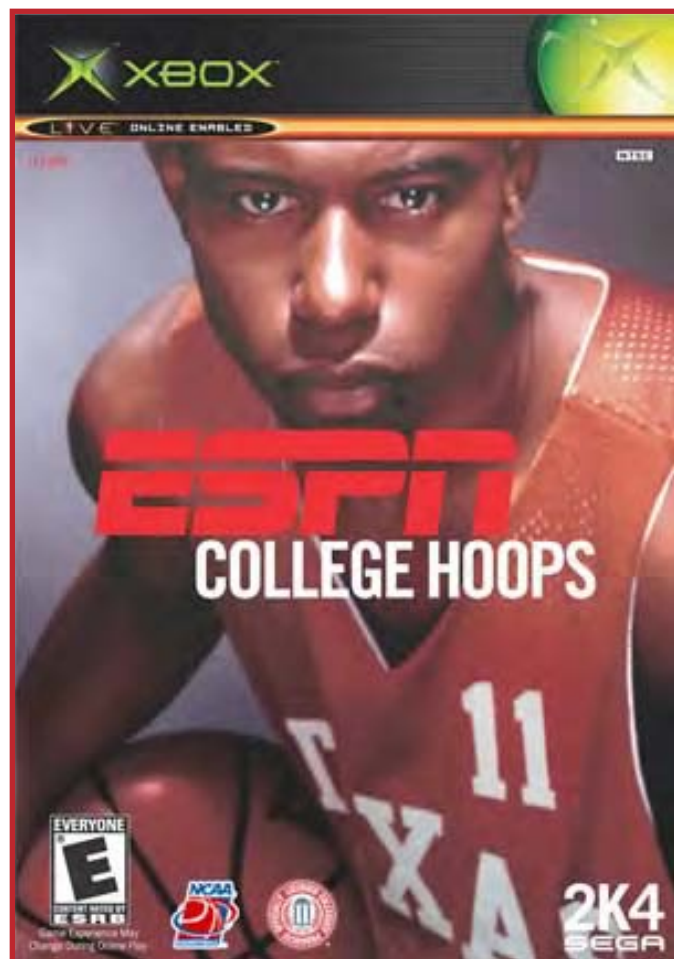


ESPN College Hoops

Enhanced Manual for Xbox

Your complete guide to
ESPN College Hoops

- How to Play instructions
- Tips and Tricks
- New Features
- ...and more



ESPN COLLEGE HOOPS Software Manual – Xbox

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INTRODUCTION / NEW FEATURES

One Shining Moment

It's the same dream every night: the one where you bury the big shot, the one where you wake up with your hands still going through the motions of cutting down the net. You sit up with a smile, knowing that this year will be your school's big chance. Most of the experienced upper-classmen from last year are returning, and the freshman class is the best this state has seen in decades. You know this is your year. Now you turn on ESPN College Hoops and prove it, living each week of an intensely brutal schedule, working through the ups and downs of the season to finally earn a ticket to the Big Dance. It's about time your dream met up with reality.

This year's new features include:

- **ESPN Presentation** - Mike Patrick and Jay Bilas call every game. New ESPN Cams follow all the action, both on the court and in the crowd, capturing everything from mascot antics to the Cameron Crazies.
- **IsoMotion** - Unleash new offensive moves using your **right thumbstick**. Pivots, Jab Steps, Crossovers, Spins, and Step Backs are all at your disposal to break the defender down. On defense, use the manual stealing system to rip the ball out of your opponent's hands.
- **Enhanced Legacy Mode with Full Season Recruiting** - The first of its kind in any college sports game. Hire assistant coaches to help you in your quest to cut down the nets in San Antonio. Balance your staff's efforts between coaching your team and scouting for potential recruits. Attend high school games to seek out the nation's best

players. Customize your schedule with tournaments and additional opponents. Collect all your awards in the new Trophy Room.

- **Slam Dunk Challenge** - Compete in five different slam dunk competitions: Beat the Clock, Style, Horse, Dunk-O-War, and Championship. Use the Adrenaline boost to attempt spectacular dunks.
- **New Campus Store** - Unlock numerous items, including Classic teams, Mascot teams and other goodies.
- **New Downloadable Content** - Download new rosters and schedules.
- **Forum Support** - Voice your opinion and read up on the latest news by visiting www.espnvideogames.com.

MAIN MENU

When you first access the Main Menu, ESPN College Hoops gives you the option of generating names for all of the players or referring to them only by their number. Move the **left thumbstick** or the **directional pad** up or down to highlight your selection and press **A** to confirm it.

If you have yet to create a user profile, an overlay will appear asking whether you wish to create one. Highlight YES or NO and press **A**. If you select YES, the Virtual Keyboard Overlay will appear, enabling you to input a Profile Name.

Using the Virtual Keyboard:

- Move the **left thumbstick** or **directional pad** to highlight any key.
- Press **A** to press the key.
- Pull and hold the **right trigger** or the **left trigger** to hold down the shift key.
- Press **Y** to delete a character.
- To confirm and accept the name, highlight ENTER and press **A** or simply press **START**.

QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select

This screen is where you will choose the teams and jerseys you wish to play with.

- On this and any other screen, press **X** to view the Help Overlay, which displays the button functions for that screen.
- Move the **left thumbstick** or **directional pad** left to select the away team and right to select the home team.
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the available teams.
- Press **Y** to randomly select a team.
- Press **Black** or **White** to cycle forward and backward through the various conferences and access the classic teams list.
- Press **A** or **START** to view the team uniform window. In this window, pull the **right trigger** or the **left trigger** to cycle forward and backward through the available team

uniforms. (If you have unlocked a mascot team in the Campus Store, you can select it here).

- Move the **right thumbstick** left or right to select a User Profile, or to highlight Load Profile or New Profile.
- To create a User Profile, highlight New Profile and press **START**. When creating a new profile (this is applicable to all future New Profile endeavors), move any direction on the **left thumbstick** or the **directional pad** to highlight a key and press **A** to input it. You may delete inputs by pressing **Y**. When you are done, press **START** to confirm your changes.
- To load a User Profile on the Load Screen, highlight Load Profile and press **START**. (See the Load Screen instructions below).
- Click the **right thumbstick button** to access the Assign Playbook Screen (see info below).

Load (After selecting Load Profile)

If you have an Xbox Memory Unit (MU) with a User Profile saved on it, and it was not inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Team Select Screen. Highlight the User Profile that you wish to load and press **A**. You will return to the Team Select Screen and the User Profile will now be available to you.

Assign Playbook (After clicking the **right thumbstick button**)

The Assign Playbook Screen allows you select the plays that will be available in your team's Play Call Overlay in the game.

- Press **Black** or **White** to cycle forward and backward through the conferences.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through the teams.
- To add a play to your Play Call Menu, highlight it with the **left thumbstick** or **directional pad** and press **A**.
- Highlight the **directional pad** direction icon you wish to assign to the play and press **A**. The play will now be available to your team in the Play Call Menu by pressing that direction on the **directional pad**.
- Press **START** when you are done to accept your changes and return to the Team Select Screen.

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. As you unlock additional courts in the Campus Store, you will be able to select them here.

- Press **Black** or **White** to cycle forward and backward through the Stadium categories (Home Stadium, Away Stadium, NCAA, Pro-Courts, and Fantasy Courts).
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the teams (when applicable).
- Press **A** or **START** to select a Stadium and advance to the game.
- Press **B** to return to the Team Select Screen without selecting a new Stadium.

CONTROL SUMMARY

Default control setting is "Isomotion". You can change this by accessing Options > Controller Setup.

Jump Ball

X

Jump to tip the ball to a teammate

Offense With Ball

left thumbstick

right thumbstick

directional pad

A

B

+ right trigger

X

Y

Black

White

left trigger

right trigger

START

BACK

Move player

IsoMotion jukes

Play Call Overlay / Call play

Pass

Dribble move

Spin move

Shoot / Rebound

Displays Pass Icons

Pass to player closest to hoop

Call for a pick

Post up

Turbo

Pause

Timeout

Free Throw Shooting

left trigger / right trigger

A, B, X, or Y

Aim shot

Shoot

Defense

left thumbstick

right thumbstick

directional pad

A

B

X

Y

Black

White

left trigger

right trigger

START

BACK

+ B

Move player

IsoMotion steals

Play Call Overlay / Call play

Switch player

Steal

Block / Rebound

Defender Switch Icons

Switch to player closest to hoop

Take a charge

Defensive stance / Box out

Turbo

Pause

Call Intentional foul

Intentionally foul

IN-DEPTH CONTROL REFERENCE

Note: Based on Isomotion (default) controller configuration.

Jump Ball

The referee will initiate the tip-off by tossing the ball in the air. When the ball is near the top of its ascent, press **X** to jump. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

Dribbling

- To dribble the ball, move the **left thumbstick** in the direction you want to move.
- To use your turbo, pull and hold the **right trigger** while moving in any direction. When doing so, a green bar will appear beneath your player. This green bar indicates the amount of turbo you have left at the moment. When this indicator bar is depleted, you will be unable to turbo until it recovers. During stoppages of play and when the **right trigger** is not held, turbo will replenish itself.
- While standing still, perform a crossover and switch the ball to the other hand by pressing **B** with the **left thumbstick** centered (i.e. not pointed in any direction).
- From a standstill, perform a juke or crossover that leads you to the basket by pressing **B** and then quickly moving the **left thumbstick** to one side or the other.
- While running, perform a crossover or sidestep driving move by moving the **left thumbstick** towards one side of the defender and simultaneously pressing **B**.
- To perform a spin move while your player is moving, pull and hold the **right trigger** for a turbo boost, and press **B**.
- To perform IsoMotion dribble moves, move the **right thumbstick**. There are two sets of offensive IsoMotion moves: the Standing Still Moves and the In Motion Moves.
 - ⇒ Standing Still: When not dribbling, move the **right thumbstick** up, down, left, or right to move around on your pivot foot. While dribbling, move the **right thumbstick** up or down to jab step straight ahead and left or right to crossover or jab step left or right.
 - ⇒ In Motion: Move the **right thumbstick** up, down, left, or right to perform an assortment of stutter-steps, crossovers, and spins.

Passing

- To pass the ball to the nearest player in front of you, simply press **A**.
- To pass the ball to a teammate of your choice, move the **left thumbstick** in the direction of the teammate you want to pass to and then press **A**.
- A "give-and-go" pass is when a player passes to a teammate, he immediately cuts toward the basket or to an open spot on the floor, and the teammate passes the ball back to him. To perform a give-and-go pass, press and hold **A** while moving the **left thumbstick** towards the player you want to pass the ball to. Your player will pass the ball, but unlike normal passes, you will remain in control of your original player. Now, move your player towards the basket or an open spot and release the **A** button. Your teammate will pass the ball back to you.
- To pass to the player nearest the basket, press the **Black** button. This passing method is helpful for back door passes as well as for advancing the ball on a fast break.
- Icon passing is the most precise method of passing. To perform an icon pass, first press **Y** to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The **A** button icon corresponds to the Point Guard, the **B** button icon corresponds to the Shooting Guard, the **X** button icon corresponds to the Small Forward, the **Y** button icon corresponds to the Power Forward, and the **left trigger** icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

ESPN Tip: Ball Handler Control

By default, you always control the ball handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Ball Handler Auto Switch".

If you are playing with the Ball Handler Auto Switch option OFF, and you are controlling an offensive player without the ball, the following controls apply:

A	Switch players
B	Call for a shot
X	Rebound
Y	Call for a pass

These controls also apply when Role-Playing.

ESPN Tip: Stick Passing

Stick passing is the fastest way to pass to an open man. While controlling the ball handler, move the **right thumbstick** in the direction that you want to pass and your player will automatically pass to a teammate in that direction. Stick passing is a custom controller configuration. To enable it, you must switch your Controller Setup to "Stick Passing" in the Options Menu. Note: You cannot have stick passing and isomotion controller configurations on at the same time; you must choose one or the other.

Shooting

- To shoot a jump shot, press **X** and release the button at the top of your jump. The closer your release is to the top of your jump, the higher your accuracy will be.
- To fade away from the basket during your jump shot, move and hold the **left thumbstick** away from the basket prior to pressing **X**.
- To attempt a layup or a dunk, dribble close to the basket and then press **X** while moving the **left thumbstick** towards the basket. Keep in mind that using turbo (**right trigger**) will increase the range of your lay-ups and dunks.
- To perform a pump fake, quickly tap **X**. The player will make a quick shooting motion to fake out the defender, but will hold onto the ball.
- To pass out of a shot, press **X** to shoot and, while holding the **X** button, quickly press **A** to pass while in the middle of your jump. Your player will pass while in midair.

ESPN Tip: Practice Makes Perfect

Mistiming the release of your shot even by a small amount will reduce the percentage of your shot going in. Serious competitors spend time in Game Mode > Practice and practice their shot until they have Excellent Release shots at least 75% of the time. The correct release point in any shot is when your player is at the apex of his jump. Off-balanced shots are much more difficult than other shots to time.

Posting Up

- To post up on a defender, pull and hold the **left trigger**. Your ball handler will turn his shoulder to the basket and use his body to protect the ball. Keep holding the **left trigger** and move the **left thumbstick** towards the defender. As soon as you make contact with the defender, your ball handler will post him up.

Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper, pull and hold the **left trigger**, then, while holding the **left trigger**, move the **left thumbstick** to the right (to spin right), left (to spin left), or down (to fade away from the defender), and press **X** to shoot.

- You can also shoot a hook shot over your defender by holding the **left trigger** and pressing **X** with the **left thumbstick** centered.
- The Drop Step move is an effective way to score from the post. To perform a drop step, pull and hold the **left trigger** to post up your defender. At any time during your post up (with the **left trigger** still held down), move the **left thumbstick** in the direction you want to drop step to and then release the **left trigger**. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a layup. You can also combine this with a well-timed dribble move by pressing **B**.

Free-throw Shooting

When you shoot a free throw, a Free Throw Overlay will appear with a moving shot dot that floats up and down, and two aiming brackets on either side that serve to center your shot. To shoot a free throw, gently pull the **left trigger** and the **right trigger** to bring together the aiming brackets in the center of the Free Throw Overlay so that they form a circular outline. Press **A**, **B**, **X**, or **Y** when the Shot Dot is centered in the Free Throw Overlay to shoot the ball. Also, you do not have all day to shoot the free throw. In default "All Conference" difficulty, if you have not shot the free throw after 15 seconds, your player will automatically shoot the ball wherever the brackets and the Distance Dot are pointed. If you are having trouble shooting free throws, go to Practice > Free Throw to hone your skills.

DEFENSE

Defensive Stance

To prevent the ball handler from driving past you, it is important to use the Defensive Stance. The Defensive Stance causes your defender to crouch down in front of the offensive player with your arms and legs spread, making your defender tougher to get around.

- To assume the Defensive Stance, pull and hold the **left trigger**.
- Your player's movement is slower while in the Defensive Stance, but you can use the **right trigger** to give him a speed boost. While holding down the **left trigger** to assume the defensive stance, pull and hold the **right trigger** and you will notice your speed get a slight boost as you move around the court.

Stealing

- To attempt to steal the ball handler's dribble, press **B**.
- To steal a pass, press **B** when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- To perform IsoMotion stealing, move the **right thumbstick**. You will need to move the **right thumbstick** depending on the relative position between you and the ball handler while factoring in where he has the ball. For instance, if a center is holding the ball above his head, orient a defender so he faces towards him and move up on the **right thumbstick**.

Drawing a Charge

The number of offensive charging fouls that a defender draws is not an official statistic in the NCAA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them

to commit a turnover. A general rule of thumb: try to face your opponent as he is charging to the hoop, as officials are more partial to calling those plays charges as opposed to a hasty feet plant that leads to the offensive player slamming into the defender's back.

- To attempt to draw a charge, press **White**.

Blocking Shots

- To block a shot, press **X** as the ball handler begins his shot.
- To power up your shot block, pull and hold the **right trigger** and then press **X**.

Rebounding

A fundamental part of good rebounding is boxing out your opponent. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him.

- To box out an opponent after a shot attempt, position your rebounder close to the basket and pull and hold the **left trigger**.
- To jump for a rebound, press **X** once the ball has bounced off the rim.

Switching Defenders

- While on defense, press **A** to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press **Y** to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.
- It is often useful to be able to switch to the defender who is the closest to your basket (for example, when the other team is attempting a fast break). Press **Black** to switch to the defender closest to the basket.

CALLING PLAYS (Offense and Defense)

Each team has 19 plays in its offensive playbook and 15 plays in its defensive playbook. Of these, 4 offensive plays and 4 defensive plays can be accessed during gameplay via the in-game Play Call Overlay. If you would like to customize the 4 plays currently in use, select Coaching from the Pause Menu, and select Offensive Plays or Defensive Plays (you can also set your Playbooks in Roster Manager Mode).

- To bring up the Play Call Overlay during gameplay, press the **directional pad** in any direction. Then press the corresponding direction on the **directional pad** to run a specific play.

Other Calls

- If your team is behind at the end of the game and you need to foul to stop the clock, press **BACK** to call for an intentional foul. Combining this with the **B** button will allow your player to intentionally foul.
- Having problems shaking a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press **White** while in control of the ball. Your nearest teammate will run up and set a pick for you.

TIPS & TACTICS

Ability Icons

During the course of a game, you will probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the new Ability Icons. They serve as a quick way to indicate your players' strengths. The Ability Icons signify the following abilities.

- Shoe - The player is fast. (Get him the ball on a fast break).
- "3" - The player shoots 3-pointers well. (Look to get him the ball beyond the arc).
- Star - The player has a high overall rating, and is probably skilled offensively. (Put the ball in his hands when the game is on the line).
- Hand - The player is a strong defender. (Match him up against your biggest opposing threat)

Free Throw Distractions

If you are playing as the home team, you can attempt to distract the opposing user player's free throw shooting. Moving the **left thumbstick** around causes the other user's controller to vibrate while he is shooting. Moving the **right thumbstick** around causes the crowd to wave distracting placards in the background.

PAUSE MENU

You can pause the game at any time to access the Pause Menu, or to just take a break from the action.

- To pause the game, press **START** during gameplay, and the Pause Menu will appear.
- To return to the game from the Pause Menu, simply press **START** again.

Note: In certain modes, not every menu option is available when you access the pause menu.

Replay

Step in to the broadcast booth for a few moments to run the film on the last play.

- Click the **right thumbstick button** to show or hide the Help Overlay.
- Press **White** or **Black** to jump to the beginning or the end of the replay.
- Press **Y** to toggle between Play and Pause.
- Pull the **left trigger** or the **right trigger** to rewind or fast-forward.
- Press **X** or **A** to zoom in or out.
- Use the **left thumbstick** to pan the camera.
- Move the **right thumbstick** or the **directional pad** to move the Camera Aiming Reticule.
- To return to the Pause Menu, press **START** or **B**.

Controller

This screen allows you to switch teams or add another user to the game.

- Move the **left thumbstick** or **directional pad** left or right to assign your controller to a team.

Note: If you change controller assignments, you will no longer be able to complete User Challenges.

Options

This menu gives you access to the following options screens.

⇒ Rules

This screen allows you to customize the referees' calls. (For more info, see page 47 - Options).

⇒ Gameplay

This screen enables you to customize the gameplay. Press **A** or **Y** to cycle forward and backward through the options available. (For more info, see page 48 - Options).

⇒ Gameplay Sliders

The Gameplay Sliders allow you to adjust the gameplay to your liking. Pull the **right trigger** or the **left trigger** to toggle between the Human and Computer Sliders. (For more info, see page 49 - Options).

⇒ Presentation

This screen allows you to customize the appearance and sounds of the game. (For more info, see page 50 - Options).

⇒ Controller Setup

This screen allows you to view the controls for the game, as well as choose a different controller configuration. (For more info, see page 50 - Options).

⇒ Camera Setup

This screen allows you to choose the camera view you will play with.

- Pull the **left trigger** or the **right trigger** to cycle forward and backward through the available camera views (Default, High, Iso, Side, Press, and Follow).

With any camera view (excluding Default), you can customize the camera with the following options. Press **A** or **Y** to increase / decrease the slider or cycle forward and backward through the options available.

- **Zoom**: Increase this slider to zoom the camera out from the court.
- **FOV**: Increase this slider to increase the amount of court that is visible onscreen.
- **Height**: Increase this slider to increase the height of the camera angle.
- **Key**: With this option ON, the camera zooms into the action when the offensive team has the ball in the defense's key.

Timeout

Select Timeout to make roster changes or give your players a breather.

ESPN Tip: Strategic Use of Timeouts

The correct use of timeouts will greatly affect the outcome of a close game. For example, the opposing team has scored and left you with very little time left on the clock. Quickly inbound the ball to the frontcourt and call a timeout. During this breather you should coordinate a play so you can kick it to your best shooter for a potential game winning shot.

Substitutions

This screen enables you to handle team substitutions.

To substitute by group:

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the player groups (On Court, Starter, Three Pointer, Big, Small, Bench, and Defense). If you exit the screen with a group other than On Court selected, the new group will be subbed in at the next dead ball situation.

To substitute player by player:

- Highlight a player and press **A**. A yellow triangle appears to the right of his name.
- Highlight another player and press **A**. The two players swap spots.

Note: You cannot sub in injured players or players who have fouled out.

Coaching

⇒ Matchups

This is the screen where you can assign defensive match-ups. Each of your players on the floor has an opposing player to guard. If your team is getting beat by a hot player, change the match-up to put a better defender on him.

On the Player Matchups Screen, you will see the screen divided in half. The upper half of the screen is the defensive assignment area. The players on the left are your team's defenders. The players on the right are the opposing players that they are assigned to guard. The bottom portion of the screen shows the player portrait and vital information of the selected players.

To edit a match-up:

- Highlight the player whose defensive assignment you want to change and press **A**.
- Next, highlight the player on the other team that you want to guard with your selected player and then press **A** again.

⇒ Pressure

This is where you can determine how much defensive pressure each of your players applies to the player they are guarding. The tighter the pressure, the closer your defender will defend his assigned player. The looser the pressure, the further your defender will stand from his assignment.

To change Pressure settings:

- Highlight your player and then press **A** or **Y** to cycle forward and backward through the settings (Regular, Tight, and Loose).

ESPN Tip: Protect Against the Shot or Drive

How do you determine what type of pressure to apply? If the opposing player is a great shooter, you should apply tight pressure so that your player can get in his face and prevent the easy outside shot. Conversely, if the opposing player is a great ball handler and driver, you should loosen up the pressure to give your player a better chance of defending against the drive. If your opponent is both an excellent shooter and an

excellent slasher/driver, you should consider applying regular pressure to keep from getting beat either way.

⇒ Settings

This screen allows you to take control of coaching duties such as calling timeouts and substitutions and setting a game plan. Highlight an option and press **A** or **Y** to cycle forward and backward through the settings.

- **Timeout:** Auto (Default) or Manual - Choose MANUAL to call your own timeouts or AUTO to have them automatically called when appropriate.
- **Substitutions:** Auto (Default), Auto Short Bench, Auto Deep Bench, or Manual - MANUAL allows you to decide when to substitute for players. All of the Auto settings automatically substitute for your fatigued players. AUTO SHORT BENCH tends to leave your best players on the court. AUTO DEEP BENCH spreads minutes liberally throughout the entire team.
- **Zone Press:** Auto (Default), Off, After Made Basket, After Dead Ball (Full Court) - When set to AUTO, the coach will have your team perform zone press at his discretion. When OFF, your team will never perform a full court zone press. If you select AFTER MADE BASKET, your team will perform a full-court press on the other team after you make a shot on offense. If you select AFTER DEAD BALL – FULL COURT, your team will perform a full court press when the other team inbounds at the opposite end of the court after a dead ball situation (for example, an offensive foul or the ball going out of bounds).
- **Zone Pressure Defense:** 2-2-1 (Default), 2-1-2, or 1-2-1-1 Diamond - Selects the type of zone defense your team plays.
- **Offense Playcall:** Auto w/o Msg (Default), Manual w/ Msg, Manual w/o Msg, or Auto w/ Msg - Select MANUAL to call your own offensive plays (see Play Calling on page 6) or AUTO for automatically called plays. Select W/ MSG to display the name of the play being called onscreen, or W/O MSG to hide the play call from a human opponent.
- **Defense Playcall:** Auto w/o Msg (Default), Manual w/ Msg, Manual w/o Msg, or Auto w/ Msg - Select MANUAL to call your own defensive plays or AUTO for automatically called plays. Select W/ MSG to display the name of the play being called onscreen, or W/O MSG to hide the play call from a human opponent.
- **Late Game Fouling:** Manual (Default) or Auto - Select MANUAL to call your own late game intentional fouls, or AUTO for automatic intentional fouls when necessary.
- **Game Tempo:** Move the slider to the right for high tempo play. Move the slider to the left if you prefer a more methodic playing style.
- **Fast Break:** For more fast break opportunities, move the Fast Break slider to the right. Moving the slider to the left will result in less fastbreaks. However, this should result in your team grabbing more defensive rebounds.
- **Crash Boards:** To get more players on the glass, move the Crash Boards slider to the right. Moving the slider to the left will cause fewer players on your team to pursue the rebound and more players to be in position for a fast break.

⇒ Double Team

If your opponent has a player or two that is having a great game against your team, then consider double-teaming them. By default, the setting for each opposing player is set to AUTO. Your players will automatically double-team that offensive player when he is in easy scoring position. If you set Double Team to NEVER, your defenders will never double-team that opposing player. If Double Team is set to IN PAINT, your defenders

will double-team that offensive player when he has the ball in the key. If you set Double Team to ALWAYS, your defenders will always double-team that player whenever he has the ball.

To double-team a player:

- Highlight his name on the list, and then press **A** or **Y** to cycle forward or back through the settings.

ESPN Tip: Double Team Wisely

Any time you double-team a player, you are leaving another player unguarded, so only double-team your opponent's strongest players. If you double-team an average player, you may end up leaving their star player wide open. Certain players have a great inside game, but a weak outside shot. If this is true, consider double-teaming a star low-post player but remember to select the IN PAINT option.

⇒ Offensive Plays / Defensive Plays

ESPN College Hoops features 30+ offensive plays and 15 different defensive plays per team. Use the Offensive or Defensive Plays Screens to choose the four plays you want access to on the court in the Offensive and Defensive Play Call Overlays.

To set your plays:

- Highlight the play you would like to have access to on the court
- Press **A** to select the play, then assign the play to a direction of the **directional pad** by highlighting the direction arrow icon and pressing **A** again.

⇒ Role Play

Enabling Role Play will let you take control of one player on your team exclusively, regardless of who has possession of the ball. When any of your computer teammates have the ball with Role Play enabled, you can make them shoot by pressing **X**.

To select a player for Role Play:

- Move the controller icon to the player you would like to control during game play and press **A**.

To deactivate Role Play:

- Highlight ROLE PLAY OFF and press **A**.

Stats

From the Game Stats Menu, you can access comprehensive team and player stats, as well as an injury report for the current game, at any time during the game. These stats are also available after the end of the game.

⇒ Teams

Compare the current game stats of the two teams in 23 categories including the number of timeouts remaining, free throw percentage, bench points, team fouls, assists, blocks, and much more.

⇒ Home and Away

The Player Stats Screen posts stats for both the Home and Away teams in 19 categories including rebounds, field goals, free throws, and three-pointers.

⇒ **Shot Chart**

This screen shows each team's made and missed shots and from where on the floor they were taken.

- Press **Black** or **White** to toggle between the two teams, or select BOTH TEAMS.
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the players, or select ALL PLAYERS.

⇒ **Injury Report**

The Injury Report lists any injuries sustained by players during the game and informs you of how long the injured player(s) will be out of the lineup.

User Challenge

This screen shows the various User Challenges, which are available for the user to unlock.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the 3 Challenge Levels. (You must complete all of the challenges at one level to unlock challenges in the next level).
- Press **Black** or **White** to toggle through the various Challenge Categories. (For more info, see page 58 - Campus Store).

Exit Menu

⇒ **Quit**

Select Quit to exit the game. The game's tallied statistics and unlocked challenges will be lost if you quit out before the end of a game.

⇒ **Cancel**

Select Cancel to return to the Pause Menu.

ESPN SLAM SESSION

Compete in these five slam-dunk competitions: Beat the Clock, Style, Horse, Dunk-O-War, and Championship.

BEAT THE CLOCK

Complete all the dunks in the shortest amount of time or within a time limit. This is a one or two player Slam Session mode.

Beat The Clock Options

- **Players:** Two (Default) or One - Select the number of players. In this mode, when you select Two, the game type defaults to TIME LIMIT.
- **Variant (1 player):** Best Time (Default) or Time Limit - TIME LIMIT is the default mode for Beat the Clock, and the only mode for two player Beat The Clock. In TIME LIMIT, you need to complete four levels (Easy, Medium, Hard, and Difficult). In each level, you have to complete 30 dunks within a three minute time limit. In two player games, the player with the best time in each round wins that round. BEST TIME mode is only available for

single players. In this mode, your objective is to complete all four levels within an adjustable time limit that you set in the option below.

- **Time Limit (Best Time only):** 6-12 minutes (6 Default) - Set the time limit for BEST TIME mode.
- **CPU Opponent Difficulty Level:** Easy, Medium (Default), or Hard - Set the difficulty of your Slam Session opponent.
- **Dunk Attempts:** Unlimited (Default), One, Two, Three, Four, or Five - Set the number of unsuccessful attempts you are allowed for each dunk before you fail the level.
- **Dunk Skips:** None (Default), One, Two, or Three - Set the number of dunks that you can skip per level. To skip a dunk, press **White** at any point before attempting a dunk. (Skipped dunks count as successful dunks in your dunk total).
- **Show Replays:** On (Default) or Off - When ON, an action replay will play after every dunk, showing it from multiple angles.

Team / Player Select

This screen allows you to select the player that you will control during the slam session.

- Move the **left thumbstick** or **directional pad** left to select the away team and right to select the home team.
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the teams. Each team is represented by its best dunker, who appears under the team name with his height, weight, and Dunk Skill rating.
- Press **Y** to randomly select a team and player.
- Press **Black** or **White** to cycle forward and backward through the various conferences and access the classic teams list.
- Press **A** to view the team uniform window. In this window, pull the **right trigger** or the **left trigger** to cycle forward and backward through the available team uniforms. (If you have unlocked a mascot team in the Campus Store, you can select it here).
- Press **A** to advance to the player select window. In this window, pull the **right trigger** or the **left trigger** to cycle forward and backward through the other players on the team.
- Move the **right thumbstick** left or right to select a User Profile, or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **START**. On the Load Screen, select the Profile you wish to load.
- Press **START** to advance to the Stadium Select Screen.

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. (For more info, see page 3 - Quick Game).

ESPM Slam Session Beat the Clock Gameplay

In the multiplayer game, your goal is to complete four levels (Easy, Medium, Hard, and Difficult) in the shortest time possible. In TIME LIMIT, the player with the best tallied time after the 4th round wins. If you fail to complete the 30 dunks within the round, the session will automatically start over from the beginning. In BEST TIME, you compete against yourself to complete 120 dunks in 4 rounds.

⇒ **Dunking**

- Pull the **right trigger** or **left trigger** to begin your approach to the basket.
- Press the button sequence designated on the bottom right of the screen before your player reaches the second Basketball Icon.
- When your player passes over the Basketball Icon, immediately pull the **right trigger** or **left trigger** to execute your dunk.

ESPN Tips: Easier Dunking

If you are having difficulty with the timing of the **right trigger** or **left trigger** pull just as you pass over the Basketball Icon, you can use some of your Adrenaline Slider to increase the size of the Basketball Icon and give yourself a bit more time. Move the **right thumbstick** to the right to enlarge the Basketball Icon. Move it to the left to shrink the Basketball Icon. However, keep in mind that your Adrenaline Meter does not replenish itself very quickly so use it when you need it most. Another thing to remember is that while you use adrenaline you eat up valuable time.

STYLE

Execute your favorite dunks for points. Challenge another player to see who can score the most points in Total Attempts, or try to reach the high score before your opponent does in Total Points. This is a two player Slam Session mode.

Style Options

- **CPU Opponent Difficulty Level:** Easy, Medium (Default), or Hard - Set the difficulty of your Slam Session opponent.
- **Variant:** Total Points (Default) or Total Attempts - When set to TOTAL POINTS, the first player to achieve the required point total wins. When set to TOTAL ATTEMPTS, the player with the most points after completing his dunk attempts wins.
- **Total Points:** 2000 (Default) through 5000 - Set the point total necessary to win when playing in Total Points Mode.
- **Total Attempts:** 15 (Default) through 30 - Set the total dunk attempts for Total Attempts Mode.
- **Repeat Successful Dunks:** On (Default) or Off - When set to ON, you will be allowed to repeat dunks that you have completed successfully. You cannot repeat dunks that you failed to execute.
- **Show Replays:** On (Default) or Off - When ON, an action replay will play after every dunk, showing it from multiple angles.

Team / Player Select

This screen allows you to select the player that you will control during the slam session. (For more info, see page 15 - ESPN Slam Session).

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. (For more info, see page 3 - Quick Game).

ESPM Slam Session Style Gameplay

In Style Mode, the players take turns executing dunks for points. The Home Team player goes first.

⇒ Select A Dunk

On this screen, you select the dunk you wish to execute.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the dunk lists (Easy, Medium, Hard, Difficult).
- Move up or down on the **left thumbstick** or **directional pad** to move the highlight. Press **A** to select it.

⇒ **Dunking**

- Pull the **right trigger** or **left trigger** to begin your approach to the basket.
- Press the button sequence designated on the bottom right of the screen before your player reaches the second Basketball Icon. You CANNOT use the **right thumbstick** or **left thumbstick**.
- When your player passes over the Basketball Icon, immediately pull the **right trigger** or **left trigger** to execute your dunk.

ESPN Tips: Moving Back

If you feel like you do not have enough time to execute the button commands before you reach the Basketball Icon, you can make your player back further away to give yourself more time. Just move down on the **right thumbstick**. Keep in mind, however, that as you back away from the Basketball Icon, you reduce the point value of your dunk.

HORSE

Complete a dunk and then make your opponent match it in an old fashioned game of Horse. If one opponent is unable to replicate the other's dunk, he receives a letter. The first player to spell the word "H.O.R.S.E." loses the game. This is a two player Slam Session mode.

Horse Options

- **CPU Opponent Difficulty Level:** Easy, Medium (Default), or Hard - Set the difficulty of your Slam Session opponent.
- **Repeat Successful Dunks:** On (Default) or Off - When set to ON, you will be allowed to repeat dunks that you have completed successfully. You still cannot repeat dunks that you failed to execute.
- **Horse Word:** Normal (Default) or Custom - When set to NORMAL, the word is set to "Horse". When set to CUSTOM, the user can type in any word using the Virtual Keyboard. This word has to be a minimum of 3 letters long.
- **Show Replays:** On (Default) or Off - When ON, an action replay will player after every dunk, showing it from multiple angles.

Team / Player Select

This screen allows you to select the player that you will control during the slam session. (For more info, see page 15 - ESPN Slam Session).

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. (For more info, see page 3 - Quick Game).

ESPM Slam Session HORSE Gameplay

Before the game, to determine who goes first, the players take turns shooting from the top of the three-point line, starting with the Home Team's player. The first player to make

the shot gets to go first. If both players miss the shot, the location of it will move around to a different spot on the court, and so on and so forth.

⇒ **Select A Dunk**

On this screen, you select the dunk you wish to execute. Exclusive for HORSE, you can also edit the dunk combo.

To select a dunk:

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the dunk lists (Easy, Medium, Hard, Difficult).
- Move up or down on the **left thumbstick** or **directional pad** to move the highlight. Press **A** to select it.

To edit a dunk's button combo:

- Highlight the dunk and press **Y**. The Enter New Combo Overlay appears.
- Input the buttons that you wish to reassign to the move.
- Press **START** to confirm the new combo or press the **right trigger** or the **left trigger** to cancel the new combo.

⇒ **Dunking**

- Pull the **right trigger** or **left trigger** to begin your approach to the basket.
- Press the button sequence designated on the bottom right of the screen before your player reaches the second Basketball Icon. You CANNOT use the **right thumbstick** or **left thumbstick** to input directions.
- When your player passes over the Basketball Icon, immediately pull the **right trigger** or **left trigger** to execute your dunk.

ESPN Tips: Super Hard Dunks

When editing a HORSE dunk combo, it is possible to add diagonals to the combo, further increasing the difficulty for the opponent - that is, if you are successful in performing the dunk.

Note: If one player is attempting to match another player's dunk, he cannot back further away from the basket than the other player was. He must complete the dunk from the same distance that the other player did.

DUNK-O-WAR (must be unlocked)

Pump up the crowd; then execute an awe-inspiring jam. The contestant who gets the crowd the most fired up wins. This is a two player Slam Session mode.

Dunk-O-War Options

- **CPU Opponent Difficulty Level:** Easy, Medium (Default), or Hard - Set the difficulty of your Slam Session opponent.
- **Show Replays:** On (Default) or Off - When ON, an action replay will player after every dunk, showing it from multiple angles.

Team / Player Select

This screen allows you to select the player that you will control during the slam session. (For more info, see page 15 - ESPN Slam Session).

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. (For more info, see page 3 - Quick Game).

ESPM Slam Session Dunk-O-War Gameplay

In Dunk-O-War, dunks are predetermined but before you pull the **left trigger** or **right trigger** you have to pump up the crowd.

⇒ Pump up the Crowd

- To pump up the crowd and increase the crowd meter, press **A** as rapidly as possible. The meter is constantly depleting, and if you do not pull the **left trigger** or **right trigger** in the allotted 5 seconds you will automatically approach.

⇒ Dunking

- Pull the **right trigger** or **left trigger** to begin your approach to the basket.
- Press the button sequence designated on the bottom right of the screen before your player reaches the second circular Basketball Icon.
- When your player passes over the circular Basketball Icon, immediately pull the **right trigger** or **left trigger** to execute your dunk.

The player who fills up his crowd excitement meter (on the bottom left of the screen) first wins the game.

CHAMPIONSHIP

Compete in a series of three modes (Beat the Clock, Style, and Horse). If Dunk-o-War is unlocked, it will be played as the 4th event. This is a two player Slam Session mode.

Championship Options

- **CPU Opponent Difficulty Level:** Easy, Medium (Default), or Hard - Set the difficulty of your Slam Session opponent.
- **Variant:** Total Points (Default) or Total Attempts - When set to TOTAL POINTS, the first player to achieve the required point total wins. When set to TOTAL ATTEMPTS, the player with the most points after completing his dunk attempts wins.
- **Total Points:** 2000 (Default) through 5000 - Set the point total necessary to win when playing in Total Points Mode.
- **Total Attempts:** 15 (Default) through 30 - Set the total dunk attempts for Total Attempts Mode.
- **Repeat Successful Dunks:** On (Default) or Off - When set to ON, you will be allowed to repeat dunks that you have completed successfully. You still cannot repeat dunks that you failed to execute.
- **Horse Word:** Normal (Default) or Custom - When set to NORMAL, in Horse Mode, the word is set to "Horse". When set to CUSTOM, the user can type in any word using the Virtual Keyboard.
- **Show Replays:** On (Default) or Off - When ON, an action replay will play after every dunk, showing it from multiple angles.

Team / Player Select

This screen allows you to select the player that you will control during the slam session. (For more info, see page 15 - ESPN Slam Session).

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. (For more info, see page 3 - Quick Game).

ESPM Slam Session Championship Gameplay

⇒ Beat the Clock

This is a competition to see who can complete 20 dunks in the fastest amount of time. The player who wins this competition earns 1500 points. (For more info, see page 14 - ESPN Slam Session).

⇒ Style

In Style Mode, the players take turns executing dunks for points. The player who wins this competition earns 1800 points. (For more info, see page 16 - ESPN Slam Session).

⇒ Horse

Complete a dunk and then make your opponent match it in an old fashioned game of Horse. The player who wins this competition earns 2000 points. (For more info, see page 17 - ESPN Slam Session).

⇒ Dunk-O-War

Pump up the crowd; then execute an awe-inspiring jam. (For more info, see page 19 - ESPN Slam Session).

ESPN Tips: Heckling the Opponent

When playing against another user, a below the belt method of tipping the scales in your favor is to distract him while he is attempting to dunk. After he has pulled the **right trigger** or the **left trigger** to approach the basket, press **A** to vibrate his controller.

GAME MODES MENU

The Game Modes Menu gives you access to the following modes: Exhibition, Legacy, Season, Tournament, Rivalry, Gym Rat, and Practice.

EXHIBITION

Exhibition Mode is similar to Quick Game, but includes the Exhibition Options Screen.

Exhibition Options

- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Injuries:** On (Default) or Off - When set to ON; players will occasionally get injured.
- **Fatigue:** On (Default) or Off - When ON, players on the floor will get fatigued. Fatigued players do not play as well and need to be subbed out for a rest.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When set to ON, players foul out of the game after committing 5 personal fouls. You can also reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.

LEGACY

Here is your chance to take a school's destiny into your hands and lead them to a national championship. You are in control of every aspect of your team. Scout the top high school players, recruit them to your school, call the plays on the court, take the big shots, and win national titles as you create your own Legacy that will be talked about for generations to come.

Legacy Options

Set the options for your Legacy. Press **A** or **Y** to cycle forward and backward through the settings. Press **START** to advance.

- **Mode:** Career (Default) or Open - In CAREER Legacy, you will start off at a small school and must work your way up the national coaching ranks before you attain the coaching position at an elite school. OPEN Legacy allows you to select any team and change teams every year if you wish.
- **Number of Teams to Use:** 1-4 (1 is Default) - Set the number of teams that the user will control.
- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Simulation Half Length:** 5-20 minutes (20 minutes by default) - Choose the length of each half for simulated games.
- **Injuries:** On (Default) or Off - When set to ON, players will occasionally get injured.
- **Injury Notification:** Off (Default) or On - When set to ON, if one of your players is injured during a simulated game, the simulation will pause and an overlay will appear, giving you the option of stopping the simulation to make your own changes to the roster.
- **H.S. All Star Game Notification:** On (Default) or Off - When set to ON, if you simulate through mid-January, an overlay will appear notifying you that a High School All Star Game will be available each week until the end of the season and allowing you to stop the simulation.
- **Fatigue:** On (Default) or Off - When ON, players on the floor will get fatigued. Fatigued players do not play as well and need to be subbed out for a rest.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When set to ON, players foul out of the game after committing 5 personal fouls. You can also reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.
- **Players Leave Early For NBA:** Yes (Default) or No - When set to YES, undergraduates may declare to leave early for the NBA draft at the end of every season. When set to NO, your players will not leave your school for the NBA draft until they use up all four years of their college eligibility. Keep in mind, though, that players on your team who do not receive much playing time may also leave.

Legacy Setup

This screen is where you inspect your team's roster and assign user profiles.

- Press **Black** or **White** to cycle forward or back through the conferences (when in Open Legacy).
- Pull the **right trigger** or **left trigger** to cycle forward and backward through the teams.
- Move the **right thumbstick** left or right to select a User Profile, or to highlight Load Profile, or New Profile.

- To create a User Profile, highlight New Profile and press **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **START**. On the Load Screen, select the Profile you wish to load.
- Press **START** to advance to the Coach Profile Screen.

Coach Profile

This screen is where you edit your coach's name, appearance, and coaching style.

To edit the coach's appearance:

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the coach appearances.

To edit the coach's name:

- Press **Y**. The Edit Coach Name Screen appears.
- Press **Y** to toggle between the name list and the alphabet.
- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the coach's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the arrow pointing left on the bottom of the alphabet window, and press **A**.
- To add a space, highlight the arrow pointing right on the bottom of the alphabet window, and press **A**.
- When you are satisfied with the coach's new name, press **B** or **START** to return to the Coach Profile Screen.

To edit the coach's coaching style:

- Highlight a slider by moving up or down on the **left thumbstick** or the **directional pad**.
- Edit the sliders by moving left or right on the **left thumbstick** or the **directional pad**.

⇒ Coaching Style Sliders

- **Defense / Offense** - Select the primary style of your coaching. You can choose to be an OFFENSE oriented coach or a DEFENSE oriented coach.
- **Finesse / Physical** - Adjust towards PHYSICAL for a more punishing style of play and FINESSE for a more graceful style of play.
- **Inside / Outside** - Adjust towards INSIDE if you want to try to score from the paint. Adjust towards OUTSIDE if you want to try to score from the perimeter.
- **Half Court / Fast Break** - Adjust towards FAST BREAK for a run-and-gun oriented offense, or HALF COURT to slow things down and run a half-court set offense.
- **Fundamentals / Flash** - Determines whether your players play a more FLASHY, crowd pleasing type of game or a less risky, FUNDAMENTAL style of game.
- **Team Focus / Star Focus** - A STAR FOCUS style of coaching leaves the outcome of your games in the hands of a limited number of star players on your team. A TEAM FOCUS style of coaching means the coach relies on the entire team, and not just one player, to affect the outcome of games.
- **Short Bench / Deep Bench** - Determines the effectiveness and how much you utilize your bench. A SHORT BENCH means more minutes for your starters, while a DEEP BENCH means playing time is spread out amongst many players.

Assistant Coaches

This screen is where you view and hire your team's two assistant coaches.

- To sort the coaches by an attribute, highlight the attribute column and press **Y**.
- To highlight a coach, move the **left thumbstick** or the **directional pad** up or down.
- To view the coach's info, highlight him and press **A**. If you want to make the coach an offer, press **A** again.
- To have your assistant coach automatically hired for you, press **START**.

Coach Goals (Career Legacy only)

On this screen, you will get a short note and some goals outlined to you by your school's athletic director for the upcoming season. On the upper right part of the screen, you will be able to see a graphical indicator of your job security as the coach of this school's basketball program.

ESPN Tips: Your School's Reputation

There are several clues that you can cue in on that indicate how reputable your school is. One is the quality of your desk, which ranges from basement heater room to posh lavishness. Another one to look out for is the level of interest that 5 star recruits have in your school at the beginning of a season. The last clue is two-fold: when customizing your school's schedule a prestigious tournament is quick to add you into their schedule, and other highly regarded schools always accept your challenge. There are other, more subtle clues, but these three are the easiest to spot.

COACH DESK MENU

This menu give you access to all of the screens and areas of Legacy Mode.

- If there is more than one user-controlled team, move left or right on the **right thumbstick** to cycle between your teams.

Email / Tasks (Accessed quickly by pressing **Y**)

This screen gives you access to your emails and provides you with shortcuts to important screens and menus.

- Press **Black** or **White** to cycle forward and backward through the following sub-screens: Tasks, Inbox, Recruiting, and Job Offers.

⇒ Tasks

The tasks screen provides you with quick access to relevant screens and menus.

- Highlight a link and press **A** or **START** to access it.

⇒⇒ Customize Schedule

This screen enables you to customize your team's schedule by adding, removing, or altering scheduled games.

- If there is more than one user-controlled team, move left or right on the **right thumbstick** to cycle between your teams.
- Press **Y** to toggle between the Options and Schedule Window.

To swap the home team to the away team and vice-versa:

- Highlight SWAP HOME/AWAY in the Options Window and press **A**.
- Highlight a game in the Schedule Window and press **A**.

Note: All Conference and some Tournament games cannot be altered or deleted.

To swap the team you play against for another team:

- Highlight SWAP TEAM in the Options Window and press **A**.
- Highlight a game in the Schedule Window and press **A**. A sub-screen appears with a list of conferences and teams.
- Highlight your desired conference and press **A**.
- Highlight the team you wish to play and press **A**.

Note: If you challenge a team who is much better than your squad, they may refuse to play you. Perform well consistently though the years to build your reputation and bring their high-horse mentality down a notch or two.

To insert a new game into your schedule:

- Highlight INSERT NEW GAME in the Options Window and press **A**.
- Highlight a game in the Schedule Window and press **A**. The new game will be added after the game you have highlighted.

Note: You can only play a non-conference opponent once per season.

To delete a game from your schedule:

- Highlight DELETE GAME in the Options Window and press **A**.
- Highlight a game in the Schedule Window and press **A**. Highlight YES to confirm and press **A**. The game is deleted from your schedule.

Note: You must have a minimum of 20 games in your schedule.

To add a season tourney to your schedule:

- Highlight ADD SEASON TOURNEY in the Options Window and press **A**. The Add Tournament Screen appears.
- Highlight a Tournament to view its description in the window on the right. Press **A** to attempt to join the Tournament.

Note: If you attempt to join a prestigious tournament when you are at the helm of a weak team, you may be refused. The Coaches Classic Tournament is generally the best bet for weaker teams.

To undo your recent changes in the Custom Schedule Screen:

- Highlight RESET SCHEDULE in the Options Window and press **A**. Highlight YES and press **A** again.

Note: Resetting your schedule removes any changes that you have made during your current visit to the Custom Schedule Screen. However, if you have made any prior changes, they will remain. To reset the schedule so that absolutely all of your changes have been removed, use RESET TO DEFAULT.

To reset your schedule of all changes to the Custom Schedule Screen:

- Highlight RESET TO DEFAULT and press **A**. Highlight YES and press **A** again.

⇒⇒ **Calendar**

Calendar links you to the Schedule Screen, which allows you to play or simulate your team's games. (seen below).

⇒⇒ **Recruiting**

Recruiting links you to the Recruiting Menu, which is where you go about the business of luring top high school and junior college players to your college. (For more info, see page 28 - Legacy).

⇒⇒ **Management**

Management links you to the Management Menu, which is where you customize your team lineup and playbooks. (For more info, see page 28 - Legacy).

⇒ **Inbox**

Your inbox is where you will receive emails from your superiors, potential recruits, and assistant coaches.

- Highlight an email and press **A** to read it.
- To use one of the Hotlinks, press the button listed in the Hotlink.

⇒ **Recruiting**

This screen is where you will find emails specifically pertaining to your recruiting efforts.

- Highlight an email and press **A** to read it.

⇒ **Job Offers**

This screen is where you will find job offers from other schools.

- Highlight an email and press **A** to read it.

Schedule

This screen allows you to play or simulate your team's games.

- Move left or right on the **right thumbstick** to cycle between your teams.
- Press **Black** or **White** to cycle forward and backward through the conferences.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through the teams in the selected conference.
- Move the **left thumbstick** or the **directional pad** to highlight games or days.
- Press **Y** to access the Email / Tasks Screen (For more info, see page 24 - Legacy).
- Press **A** to access the Season Schedule Screen.

To play a game:

- Highlight the game and press **START**. An overlay appears.
- Highlight PLAY GAME and press **A** or **START**. Confirm YES and press **A** or **START** again to simulate through the earlier games and advance to the highlighted game. The Team Select Screen appears. (For more info, see page 2 - Quick Game).

To simulate a game:

- Highlight the game and press **START**. An overlay appears.
- Highlight SIMULATE TO SELECTED GAME and press **A** or **START**. The earlier games are simulated. For games played by your team, an overlay will appear to reconfirm that you want to simulate the game.
- Highlight SIMULATE GAME and press **A** or **START**.

To simulate the rest of the season:

- Highlight any day and press **START**. An overlay appears.
- Highlight SIMULATE REMAINING SEASON GAMES and press **A** or **START**.
- If you wish to stop the simulation at any time, press and hold **B**.

⇒ Season Schedule

The Season Schedule Screen allows you to sort the games viewed by three different categories: Game, Week, or Day. Game allows you to sort whether you wish to view games played by all teams, your team only, or games played by the ESPN Top 25 Schools. Week allows you to choose which week's games you wish to see. Day allows you to view only the games played on one day of that week.

- Move the **left thumbstick** or the **directional pad** to highlight a row or column.
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the filters for the highlighted column.

Note: Cycle the game column to access your team's games. If you have more than one team, move the **right thumbstick** left or right to select your other team. If no games appear under your team name, try cycling to the next week.

- Press **START** to go to the game. The Schedule Screen appears and the game appears highlighted.

⇒ Injury Overlays

If you turned Injury Notification ON in the Franchise Options Screen, and one of your players is injured as you simulate one of your games, an Injury Overlay will appear to alert you. If you want to see what kind of injury it was, select STOP SIMULATION and go to the Coach Desk Menu. Select Management > Injury Report.

Once you have finished all of the games in the season, press **START**. An overlay will appear asking whether you wish to advance to the Conference Tournament. Highlight YES and press **A** or **START**. Keep in mind that once you advance to the Postseason, you will no longer be able to recruit players.

Conference Tournament

This Tournament Tree is where you simulate or play the NCAA Tournament games.

- Press **Y** to zoom in and back out on the selected matchup.
- Press **A** to mark or unmark a game. (Marked games appear with a yellow arrow next to them, and are available you to play in).
- Press **START** to access the Tournament Overlay.

⇒ **Tournament Overlay** (For more info, see page 42 - Tournament).

- Highlight **START ROUND** and press **A** or **START** to simulate up to the next marked game.
- Highlight **MARK ALL** and press **A** or **START** to mark all of the conference games (making them user playable).
- Highlight **MARK NONE** and press **A** or **START** to unmark all of the conference games (making them all default to simulate).
- Highlight **MARK PLAYER CONTROLLED** and press **A** or **START** to mark all of the user's team(s)' games (making them user playable). Users' games will be marked by default.
- Highlight **SIMULATE ALL UNMARKED GAMES** and press **A** or **START** to simulate up to the next marked game.

⇒ **Tournament MVP**

This screen appears once the user has finished the Conference Tournament and shows the tournament's MVP.

⇒ **Season Awards**

After you finish your Conference Tournament and advance to the NCAA Tournament, the Season Awards Screen appears. Pull the **right trigger** or the **left trigger** to cycle forward and backward through the awards.

NCAA Play In Game

The Tournament Play In Game pits two of the weakest teams against each other to qualify for the NCAA Tournament. This game represents one more hurdle for one of these underdog teams to overcome. In Career Legacy you cannot play this game unless at least one of the teams is player controlled.

- Press **A** or **START**. An overlay will prompt you if you wish to Play Game or Simulate Game. Choose accordingly. If you choose Play Game, the Team Select Screen appears. (For more info, see page 2 - Quick Game).

NCAA Tournament (For more info, see page 42 - Tournament).

This Tournament Tree is where you simulate or play the NCAA Tournament games. This screen functions the same as the Conference Tournament Screen.

⇒ **Tournament MVP**

This screen appears once the user has finished the NCAA Tournament and shows the tournament's MVP.

⇒ **Players Leaving**

This screen shows the players leaving each school, whether they are graduating, going pro, or leaving.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the teams.
- Press **Black** or **White** to cycle forward and backward through the conferences.
- Press **Y** to access the Exported Players Screen.

⇒⇒ **Exported Players**

This screen lists the players who will be entering the NBA Draft.

- Press **A** to access the Save Screen to save the Exported Roster. This save file can be used to transfer the draft class to ESPN NBA Basketball. (For more info, see page 50).

⇒ **Verbal Commitments**

This screen shows the players who committed to attending your school.

- Press **A** to sign a player.
- Press **Y** to view your team's roster.

In Open Legacy:

After you complete a season, Open Legacy gives you the option of controlling a new team of your choice for the next season. If you select YES, the Legacy Setup Screen appears. (For more info, see page 21 - Legacy). After that, the Assistant Coaches Screen appears. (For more info, see page 23 - Legacy). Once you have managed your assistant coaches, you will advance to the Offseason Options Menu (For more info, see page 37 - Legacy).

In Career Legacy:

The Coach Recap Screen appears. The Coach Recap Screen reviews your season's performance and notes which of the team goals you have satisfied. If you have performed well, you may receive job offers for the head coaching position at other, more prestigious schools. Press **START** to see whether you have received any job offers. If you do have job offers, and you select YES, the Email / Tasks Screen will appear with the job offers in your inbox (seen below). If you select NO, you will advance to the Assistant Coaches Screen (For more info, see page 23 - Legacy). Once you have managed your assistant coaches, you will advance to the Offseason Options Menu (For more info, see page 37 - Legacy).

⇒ **Job Offers Screen**

If you have received any job offers from other schools, the Email Screen appears, showing their emails. Highlight the email and press **A**. To view the team's roster, pull the **right trigger**. To view the team's stats, pull the **left trigger**. To accept the job offer, press **A**. You will now pick two Assistant Coaches (For more info, see page 23 - Legacy). Once you have finished, you will advance to the Offseason Options Menu (For more info, see page 37 - Legacy). If you do not want to accept the job offer, press **B** and confirm YES to return to the Coach Recap Screen.

Management

Manage your current squad and attract prospective recruits. This menu gives you access to the following areas: Recruiting, Rosters, Team Lineup, Playbooks, Coach Profile, Injury Report, and the Coach Card.

- If there is more than one user-controlled team, move left or right on the **right thumbstick** to cycle between your teams.

⇒ **Recruiting**

For the first time in any college sports title, you can recruit high school and junior college players throughout the season. The Recruiting Menu give you access to the following

areas: Recruiting History, Recruit / Scout, Recruit Map, Top Recruit Classes, and HS All Stars.

⇒⇒ **Recruiting History**

This screen shows your recruiting progress for the season.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the following pages: Scouted Recruits, Home Game Visits, Visited Recruits, Scholarship Offers, and Verbal Commitments.
- Highlight a player and press **A** to access his name on the Season Recruiting Screen.

⇒⇒ **Recruit / Scout**

The Season Recruiting Screen allows you to find the players who are interested in playing for your team. The first thing you may want to check is the Team Roster Screen, to see the positions where your team is weak, and to plan ahead for your senior players' graduation.

- Press **Y** to view the Team Roster Screen. When you are done, press **B** to return to the Season Recruiting Screen.

With 1500 high school prospects to choose from, it can be helpful to specify what type of player you are looking for. You can sort the listed players by Status, Position, Caliber, Region, or Interest. By default, all players are listed in order of their rating, or Caliber.

- To sort, first move the **left thumbstick** or **directional pad** to highlight one of the five sorting categories.
- Then, pull the **right trigger** or the **left trigger** to cycle forward and backward through the options.

The five sorting categories are:

- **Players:** Allows you to sort players by their current status (All, Targets, Available, Recruited, Scouted, and Committed). ALL lists every recruit. TARGET lists players that you have contacted. AVAILABLE lists every player that has not yet signed to any school. Recruited lists every player who has already signed to a school. Scouted shows the players who you scouted during the course of the past season (see Scouting on page 16). Committed shows the players who wish to play for your school.
- **Position:** Allows you to sort players by their position (G, C, F, PG, SG, SF, PF). G lists both Point Guards and Shooting Guards. C lists Centers. F lists Small Forwards and Power Forwards. PG lists Point Guards. SG lists Shooting Guards. SF lists Small Forwards. PF lists Power Forwards.
- **Caliber:** Allows you to sort players by their rating (Top 100, 5 Star, 4 Star, 3 Star, 2 Star, 1 Star). Top 100 lists the players rated as the top 100 prospects. Players are rated from 1 to 5 Stars (5 being the best). 5 Star, 4 Star, 3 Star, 2 Star, and 1 Star each list the players who have been assigned that respective rating.
- **Region:** Allows you to sort players by the region they live in.
- **Interest:** Allows you to sort players by their level of interest in playing for your school (Very High, High, Medium, Low, Very High – High, and Very High – Medium).

The Recruiting Map provides another way to sort the players by Region.

- To view the Recruiting Map Screen, press **White**. Your home state appears highlighted.
- Use the **left thumbstick** or **directional pad** to highlight a state.
- Press the **A** button to return to the Recruiting Screen, where the recruits will appear sorted by their proximity to your home state.

If any of the players appeals to you, highlight their row and press **A**. Their Recruit Card appears.

⇒⇒⇒ **Recruit Card**

On the Recruit Card Screen, press **A** to bring up the Scouting Overlay. Highlight SCOUT RECRUIT and press **A**. You can only scout 3 players per week. Information about the player appears onscreen. Once you have scouted a player, you can press **A** again to view the new options available to you under the scouting overlay.

To Invite a Recruit To A Home Game:

- Highlight INVITE RECRUIT TO A HOME GAME and press **A**. The Email Screen appears.
- Pull the **right trigger** or the **left trigger** to select the game you wish to invite the recruit to attend (a maximum of two recruits can attend any one game).
- Press **A** to send the email.

Note: Not all recruits will be able to attend your games. Those who live far away from your school may be unable to attend them. A maximum of 10 recruits may attend your home games, so choose wisely.

To Attend a Recruit's Game:

- Highlight ATTEND RECRUIT'S GAME and press **A**. An overlay appears notifying you how many recruiting points it will take to watch the player's game. You can then choose from three options: CANCEL, SEND ASSISTANT COACH TO GAME, or PLAY GAME.
- Select CANCEL to abort the visit. Select SEND ASSISTANT COACH TO GAME to have your Assistant Coach view the game and send you an email with his observations. Select PLAY GAME to personally play the game as either team. If you select this option, the Team Select Screen will appear. The recruit's team is always the Home Team. (For more info, see page 2 - Quick Play).

To Offer a Scholarship to Recruit:

- Highlight OFFER SCHOLARSHIP TO RECRUIT and press **A**.

Note: Depending on the number of your players who leave at the end of the season, you have a limited number of scholarships to offer per season. Only offer them to players who you feel will truly help your team. If the recruit happens to reject your offer, your scholarship will be returned to you to use on another recruit.

⇒⇒⇒ **Recruit Map**

Many players prefer to play for a school that's close to their home. Therefore, it often makes sense to concentrate your recruiting efforts on hometown heroes who live close to your school. Use the Recruiting Map Screen to search for recruits by region. When

you enter the screen, your college's home state will appear highlighted in yellow. Adjoining states appear highlighted in orange.

- Move the **left thumbstick** or the **directional pad** to highlight other states.
- Press **A** to access the Season Recruiting Screen, where the recruits will appear sorted by the region column.

⇒⇒ **Top Recruit Classes**

This screen shows each school's incoming freshmen. Teams appear ranked by the strength of their class.

- Press **Black** or **White** to cycle forward and backward through the conferences or the Top 10 Classes.
- Pull the **right trigger** or the **left trigger** to shift the rankings from Top Recruit (teams ranked by the highest ranking recruit they landed) to Team Average (teams ranked by the overall strength of their class).

⇒⇒ **HS All Stars**

Starting in week 11, the HS All Star games allow you to play a new game each week with the top high school players from around the nation. Each week, players from a different region will go head to head, and you will have the chance to see your future recruits in action. The ESPN HS All Star Game stars the very best players in the nation. The schedule for the games is as follows:

- Week 11: West HS All Stars
- Week 12: North HS All Stars
- Week 13: South HS All Stars
- Week 14: Great Lakes HS All Stars
- Week 15: South East HS All Stars
- Week 16: North East HS All Stars
- Week 17: ESPN HS All Stars

Once you have selected a game, the Team Select Screen appears. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press **START** to begin the game.

⇒ **Rosters**

The Roster Screen enables you to view and adjust the players on your team's roster.

- Press **Black** or **White** to cycle forward and backward through the conferences.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through the teams in the selected conference.
- Move the **left thumbstick** or the **directional pad** to highlight rows and columns.

To view a player's Player Card:

- Highlight the player's row and click the **left thumbstick button**.
- On the Player Card, pull the **right trigger** or the **left trigger** to cycle between Stats and Awards.

To edit a player's ratings (Open Legacy only):

- Highlight an editable player rating and press **A**. The number appears highlighted in red.
- Move the **left thumbstick** or the **directional pad** right or left to increase or decrease the player rating.
- Press **A** once you are done.
- You cannot edit Overall Rating, Overall Offense, and Overall Defense ratings. They are calculated by a combination of all attributes related to the respective rating.
- Overall ratings are affected by position. For example, 3-pt shooting ability does not affect the overall rating of a Center.

To edit a player (Open Legacy only):

- Highlight the player's row and press **START**.
- The Edit Player Screen appears. This screen functions the same as the Create Player Screen. (For more info, see page 52 - Roster Manager).

To edit the team lineup:

- Press **Y**. The Team Lineup Screen appears.

⇒ **Team Lineup**

This screen enables you to choose the starters for your team.

To select a preset lineup:

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the lineups.

- **Starter**: This lineup typically consists of your highest overall rated players at each position. This is the default option.
- **Three Pointer**: Selecting this will toggle to a lineup that consists of your highest rated three point shooters at each position. This lineup is advantageous in late game situations where you need a three pointer to tie the game.
- **Big**: Giving up too much size to the other team? This lineup consists of your taller players, giving you an advantage inside the paint.
- **Small**: If you prefer the run-and-gun, fast break style of play, going small is a good idea. This lineup prioritizes speed.
- **Bench**: Want to give your starters a breather? This is your second team, composed of your best non-starters.
- **Defense**: This lineup is your best bet when you need to shut the other team's scorers down.

To switch two players positions on the lineup:

- Highlight the first player and press **A**. A yellow arrow appears to the left of the player's name.
- Highlight the second player and press **A**. The two players switch positions in the lineup.

⇒ **Playbooks**

Selecting Playbooks brings up an overlay. Highlight OFFENSIVE or DEFENSIVE and press **A** or **START**.

⇒⇒ Offensive Plays

This screen allows you to choose which offensive plays are accessible to you from the Play Call Overlay during gameplay (For more info, see page 8 - Quick Play).

- Press **Black** or **White** to cycle forward and backward through the conferences.
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the teams in the selected conference.
- Move the **left thumbstick** or the **directional pad** to highlight a play. The Play Diagram Window shows you how the play is supposed to work.
- Press **A** or **START** to select the play.
- Highlight a direction that you wish to assign to the play and press **A** or **START** to select it.

⇒⇒ Defensive Plays

Through the course of game most teams will use a variety of defensive plays, depending on the situation. This screen allows you to choose which defensive plays are accessible to you from the Play Call Overlay during gameplay. The screen functions similarly to the Offensive Plays Screen.

⇒ Coach Profile

This screen is where you edit your coach's name, appearance, and coaching style. Once Legacy has started you cannot edit your coach. (For more info, see page 22 - Legacy).

⇒ Injury Report

The Injury Report Screen shows you injuries from around the nation. Each team has its own injury report. To cycle between conferences, press **White** or **Black**. To cycle between teams, pull the **right trigger** or **left trigger**.

⇒ Coach Card

On this screen, you will see your coach's name, the number of years as coach at this school, your career win/loss record, a job security indicator, as well as a summary of your team's performance this season. Press **Y** to view your assistant coaches.

Stats

The Stats Menu provides access to the following stats screens. If you are currently playing in a tournament, you will be given the option to view the stats from the regular season or from the tournament.

- If there is more than one user-controlled team, move left or right on the **right thumbstick** to cycle between your teams.

⇒ Top 25

The Top 25 is where you can find the national rankings of the top teams in the country. Every basketball powerhouse school desires to be the number one ranked team in the country week after week, and every small-time school aspires to become a nationally ranked team and be a part of the Top 25. The importance of being a nationally ranked team should not be underestimated. Every year, only 65 teams make the NCAA Tournament. A team that is consistently in the Top 25 rankings week after week has a solid shot of being a part of the festivities in the month of March.

There are three different polls, the Coaches Poll, RPI Poll, and ESPN Poll. To cycle between the three types of polls, pull the **right trigger** or the **left trigger**.

- **ESPN Poll:** The ESPN Poll is a poll made up of a set number of Division I head coaches, all of whom belong to the National Association of Basketball Coaches.
- **Press Poll:** Every week, a poll is conducted with a select number of sports analysts. The overall number of votes per team determines the ranking position of the top 25 teams across the country.
- **RPI Poll:** The RPI Poll is a computer generated polling system that takes into account the team record, its opponent's record, and its opponent's opponents record. Generally, the RPI Poll becomes more and more accurate as more games are played.
- **Bubble Watch** (Available after week 13): The Bubble Watch displays the teams that are on the cusp of qualifying for the NCAA Tournament. For these teams, every game is crucial.

In every poll, you are also able to see the ranking of the team, the team name, team record, number of voting points each team received, and the ranking of each team on the Top 25 from the previous poll conducted last week (indicated by the PVS category).

⇒ **Team Stats**

From this screen, you can view the team statistics of each team in a conference.

- To switch amongst conferences, pull the **right trigger** or the **left trigger** to cycle forward and backward through the different conferences.

There are 28 team statistical categories that you can view and sort. To sort, highlight the category that you would like to sort and press **Y**.

⇒ **Player Stats**

This screen shows the stats for every player, team by team.

- By default, the Player Stats Screen shows the players on your team. To view the stats of other teams, pull the **right trigger** or the **left trigger** to cycle forward and backward through teams. Press **Black** or **White** to cycle forward and backward through conferences.
- To sort any of the 31 different statistical categories, highlight a category and press **Y**.
- Highlight a player's row and click the **left thumbstick button** to view the player's Player Card.

⇒ **Leaders**

This is the screen where you can view the statistical leaders for the entire nation. Want to see who's leading the nation in scoring or rebounding? This is where you can find out. There are 31 different statistical categories that you can sort by highlighting the category and pressing **Y**.

⇒ **Conference Standings**

This is the screen where you can see the team standings listed by conference. This screen is broken down in two categories: Conference and Overall. Conference shows the team's record versus teams in the same conference. Overall shows the team's record versus every opponent.

- To switch between the user's team's conferences, move the **right thumbstick** right or left.
- To view the standings of teams outside of your own conference, pull the **right trigger** or the **left trigger** to cycle forward and backward through the other conferences.

⇒ **Awards** (At the end of Conference and NCAA Tournaments)

This screen shows the MVP of the Tournament.

Season Awards (At the start of the NCAA Tournament)

This menu gives you access to the following awards screen: Individual Awards, Conference Awards, and All-Team Awards.

⇒ **Individual Awards**

This screen shows the following awards: James Naismith Award, John R. Wooden, ESPN Sports Award, and Coach of the Year.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the awards.

⇒ **Conference Awards**

This screen shows each conference's award for Player of the Year, Coach of the Year, and Freshman of the Year.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the awards.
- Press **Black** or **White** to cycle forward and backward through the conferences.

⇒ **All-Team Awards**

This screen shows the awards for First Team All-American, Second Team All-American, Conference First Team, Conference Second Team, Conference Third Team, Top Scorer, Top Defender, Top Rebounder, Top Shot Blocker, Top Assists, Top Free Throw Shooter, and Top 3 Point Shooter.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the awards.
- Press **Black** or **White** to cycle forward and backward through the conferences (when applicable).

Trophy Room

Use the **left thumbstick** the **directional** pad to look around the room and press **START** or **A** to access the selected area. If you are playing in a multiple-user legacy, at any time you may press right or left on the **right thumbstick** to cycle forward and backward through user controlled teams. All awarded trophies are viewable at the beginning of the next season.

- Move any direction on the **left thumbstick** or the **directional pad** to highlight a trophy or trophy category.
- Press **START** or **A** to select a trophy and read its description and engraving.
- You may hold left or right on the **right thumbstick** to spin the trophy around.

- Press the **Black** or **White** button to cycle forward and backward through conferences.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through teams.

⇒ **Other Trophies**

Conference Championship, Individual Player, and non-championship NCAA trophies are displayed here.

⇒ **Championship Trophies**

NCAA Championship trophies are displayed here.

⇒ **Coach Trophies**

Coach of the Year trophies are displayed here.

⇒ **Plaques**

Multiple trophy types are displayed here: 1st Team All-Conference, 2nd Team All-Conference, 3rd Team All-Conference, NCAA MVP, Conference Player of the Year, Conference Freshman of the Year, Top NCAA players, Top Conference players, and Team Leaders.

Options

This menu gives you access to the following options screens.

- If there is more than one user-controlled team, move left or right on the **right thumbstick** to cycle between your teams.

⇒ **Rules**

This screen allows you to customize the referees' calls. (For more info, see page 47 - Options).

⇒ **Gameplay**

This screen enables you to customize the gameplay. Press **A** or **Y** to cycle forward and backward through the options available. (For more info, see page 48 - Options).

⇒ **Gameplay Sliders**

The Gameplay Sliders allow you to adjust the gameplay to your liking. Pull the **right trigger** or the **left trigger** to toggle between the Human and Computer Sliders. (For more info, see page 49 - Options).

⇒ **Presentation**

This screen allows you to customize the appearance and sounds of the game. (For more info, see page 49 - Options).

⇒ **Controller Setup**

This screen allows you to view the controls for the game, as well as choose a different controller configuration. (For more info, see page 50 - Options).

⇒ **Save / Load**

The Save / Load Menu allows you to save and load Legacies, Seasons, Tournaments, User Profiles, and Settings information. (For more info, see page 50 - Options).

OFFSEASON OPTIONS MENU

After completing a season in Legacy, you have to make decisions about which recruits to pursue, which players to cut, and if you want to fire/hire assistant coaches.

- Move left or right on the **right thumbstick** to cycle between your teams.

⇒ **Recruiting**

The Recruiting Screen allows you to find the players who are interested in playing for your team. The first thing you may want to check is the Team Roster Screen, to view positions where your team is weak, and to plan ahead for your senior players' graduation.

- Press **Y** to view the Team Roster Screen. When you are done, press **B** to return to the Season Recruiting Screen.

The next thing you will want to know is which players are interested in playing for your team. Sort the players by the interest column using the following steps.

- Move the **left thumbstick** or the **directional pad** to highlight rows and columns.
- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the filters for the highlighted column.

Many players prefer to play for a school that's close to their home. Therefore, it often makes sense to concentrate your recruiting efforts on hometown heroes who live close to your school. Use the Recruiting Map to search for recruits by region (Press **White** on Recruiting to access this Map).

⇒⇒ **Recruiting Map**

When you enter the screen, your college's home state will appear highlighted in yellow. Adjoining states appear highlighted in orange.

- Move the **left thumbstick** or the **directional pad** to highlight other states (if you want).
- Press **A** to access the Recruiting Screen, where the recruits will appear sorted by the region column.

If any of the players appeals to you, highlight their row and press **A**. Their recruit card appears.

⇒⇒ **Recruit Card**

On the Recruit Card Screen, press **A** to bring up the Recruiting Overlay. In the first week, you can only call recruits (no visits) and you have 100 recruiting points to spend.

To call a recruit:

- Highlight HEAD COACH CALL (costs 10 recruiting points) or ASSISTANT COACH CALL (costs 5 recruiting points) and press **A** or **START** to select it. (If you change your mind about that type of recruitment, you can press **A** or **START** again to undo it). Highlight APPLY and press **A** or **START** to confirm the call.

Once you have called a recruit, you can arrange to visit the recruit. In weeks 2 through 5, you have 200 recruiting points to spend.

ESPN Tip: Early Scouting

After 3 off-season weeks, it becomes increasingly difficult to get a recruit to commit if you have not performed any recruiting actions on him. As the old saying goes, "The early bird catches the worm." Scout as many recruits as possible in the first 2 weeks and immediately start calling and visiting them. You will keep ahead of other schools, as well as build early interest.

To visit a recruit:

- Highlight **HEAD COACH VISIT** (costs 25 recruiting points) or **ASSISTANT COACH VISIT** (costs 15 recruiting points) and press **A** or **START** to select it. (If you change your mind about that type of recruitment, you can press **A** or **START** again to undo it). Highlight **APPLY** and press **A** or **START** to confirm the visit.

Once you have used all of your Recruiting Points, you are done for the week.

- Press **START** to access the Recruiting Options Overlay.
- Select **ADVANCE TO NEXT WEEK**. The Recruiting Recap Screen appears.
- Pull the **left trigger** or the **right trigger** to select the new player status categories (Ready to Commit, Committed, Recruited, and Targeted). Ready to Commit lists the players who have decided that they want to play for your school. Committed lists the players who you have signed to your school. Recruited lists the players who have already joined a school. Targeted lists players that you have contacted.
- If a player appears in the Ready to Commit Category, press **A** to call up his Player Card, then press **A** again to place the player on your team.
- Press **START** to advance to the next week's recruiting.

After five weeks, it's time to begin your new season. Press **START** and select Yes to advance.

⇒⇒ Recruiting Recap

This screen shows the players who are ready to commit to your school.

To sign players:

- Highlight the player's row and press **A** or **START**. The Recruit Card Screen appears.
- Press **A**. The "Place this player on your team?" overlay appears. Press **A** again.

Once you have finished the Offseason Recruiting Period, you will advance to the next season. Congratulations on completing a full year of ESPN College Hoops Legacy Mode.

OFFSEASON MENU (continued)

⇒ Team Roster

This screen shows your current team roster and highlights your team needs.

⇒ Class Evaluation

This screen shows each school's new incoming freshmen. Teams appear ranked by the strength of their class. This screen is the same as the Top Recruit Classes Screen. (For more info, see page 31 - Legacy).

⇒ **Stats**

The Stats and Standings Menu provides access to the following stats screens.

⇒⇒ **Career Player Stats**

This screen shows the career stats for every player, team by team. (For more info, see page 34 - Legacy).

⇒⇒ **Season Player Stats**

This screen shows the season stats for every player, team by team. (For more info, see page 34 - Legacy).

⇒⇒ **Season Team Stats**

From this screen, you can view last season's team statistics for each team in each conference. (For more info, see page 34 - Legacy).

⇒⇒ **Season Leaders**

This is the screen where you can view the previous season's statistical leaders for the entire nation. Want to see who lead the nation in scoring or rebounding? This is where you can find out. There are 31 different statistical categories that you can sort by highlighting the category and pressing **Y**.

⇒⇒ **Top 25**

The Top 25 is where you can find the national rankings of the top teams in the country. (For more info, see page 33 - Legacy).

⇒⇒ **Conference Standings**

This is the screen where you can see the team standings listed by conference. (For more info, see page 34 - Legacy).

⇒ **Options**

This menu gives you access to the various options screens. (For more info, see page 47 - Options). Keep in mind that you cannot save your game amidst offseason recruiting, so save your progress before or after this period.

Exit (During any point in legacy)

You will be prompted before exiting the legacy. Be warned, all unsaved data will be lost. To continue from where you left off you will have to save your legacy and your profile individually to record all your data.

SEASON

This is your chance to experience a single season at the helm of your favorite team. Have you got what it takes to guide them from Game 1 to the top of the NCAA tournament?

Season Options

- **Number of Teams to Use:** 1-4 (1 is Default) - Set the number of teams that the user will control.

- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Simulation Half Length:** 5-20 minutes (20 minutes by default) - Choose the length of each half for simulated games.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When set to ON, players foul out of the game after committing 5 personal fouls. You can also reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.
- **Injuries:** On (Default) or Off - When set to ON, players will occasionally get injured.
- **Injury Notification:** Off (Default) or On - When set to ON, if one of your players is injured during a simulated game, the simulation will pause and an overlay will appear, giving you the option of stopping the simulation to make your own changes to the roster.
- **Fatigue:** On (Default) or Off - When ON, players on the floor will get fatigued. Fatigued players do not play as well and need to be subbed out for a rest.

Season Setup

This screen is where you pick your team and your user profile. (For more info, see page 21 - Legacy).

Coach Profile

This screen is where you edit your coach's name, appearance, and coaching style. (For more info, see page 22 - Legacy).

SEASON OPTIONS MENU

Customize Schedule

This screen enables you to customize your team's schedule: adding games, removing games, or altering games. (For more info, see page 23 - Legacy).

Schedule

This screen allows you to play or simulate your team's games. (For more info, see page 25 - Legacy).

Management

The Management Menu gives you access to the following areas: Rosters, Team Lineup, Playbooks, Coach Profile, and Injury Report.

⇒ Rosters

The Roster Screen enables you to view and adjust the players on your team's roster. (For more info, see page 31 - Legacy).

⇒ Team Lineup

This screen enables you to choose the lineups for your team. (For more info, see page 32 - Legacy).

⇒ Playbooks

The Offensive and Defensive Playbooks Screens allow you to choose which plays will be available to you in your Play Call Overlay. (For more info, see page 8 - Quick Play).

⇒ Coach Profile

This screen is where you edit your coach's name, appearance, and coaching style. Once a Season has started you cannot edit your coach. (For more info, see page 22 - Legacy).

⇒ Injury Report

The Injury Report Screen shows you injuries from around the nation for each team. To cycle between conferences, press **White** or **Black**. To cycle between teams, pull the **left trigger** or the **right trigger**.

Stats-Awards

The Stats Menu provides access to Season Modes stats screens. (For more info, see page 33 - Legacy).

Options

The Options Menu gives you access to all the Options Screens, where you can customize the rules, gameplay, and presentation of the game, as well as save or load your progress. (For more info, see page 47 - Options).

Exit

Select Exit to leave Season Mode.

TOURNAMENT

Dive right into a conference tournament of your choosing or proceed directly to the NCAA tournament. Manage your team and call all the shots in an attempt to win it all. You have full control over which teams are invited to the Tournament, and you can play as many of the games as you want.

Tournament Options

Set the options for your Tournament. Press **A** or **Y** to cycle forward and backward through the settings. Press **START** to advance.

- **Tournament:** Full NCAA (Default) or ANY Conference (excluding the Ivy League) - Choose which tournament you will play in. If you choose a conference tournament, you play through that first, before proceeding to the NCAA tournament.
- **Number of Teams to Use:** 1-4 (1 is Default) - Set the number of teams that the user will control.
- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Simulation Half Length:** 5-20 minutes (20 minutes by default) - Choose the length of each half for simulated games.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When set to ON, players foul out of the game after committing 5 personal fouls. You can also reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.
- **Injuries:** On (Default) or Off - When set to ON, players will occasionally get injured.

Tournament Setup

This screen is where you pick your team and your user profile. This screen functions similarly to Legacy Setup. (For more info, see page 21 - Legacy).

Note: You can only choose a team in the conference you set “Tournament” to in Tournament Options. If Tournament is set to Full NCAA, then you can choose to play as any team.

- Press **Black** or **White** to cycle forward or back through the conferences (when in Open Legacy).
- Pull the **right trigger** or **left trigger** to cycle forward and backward through the teams.
- Move the **right thumbstick** left or right to select a User Profile, or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **START**. On the Load Screen, select the Profile you wish to load.
- Press **START** to advance to the Coach Profile Screen.

Coach Profile

This screen is where you edit your coach’s name, appearance, and coaching style. Once Tournament has started you cannot edit your coach. (For more info, see page 22 - Legacy).

TOURNAMENT MAIN SCREEN

This menu gives you access to all of the screens and areas of Tournament.

- Move left or right on the **right thumbstick** to cycle between your teams.

Conference Tournament OR NCAA Tournament Tree

This screen allows you to play or simulate your team’s games. In the NCAA tournament, you can also manipulate the teams that are playing. Unless otherwise stated, these functions also apply to Legacy tournaments as well.

- Move the **left thumbstick** or the **directional pad** to highlight games.
- Press **Y** to zoom in & zoom out of the bracket.
- Press **START** to call up the Tournament Tree overlay.
- Press **A** to mark games.
- Press **Black** or **White** to cycle the top team in the highlighted game. (Tournament Mode only)
- Pull the **right trigger** or **left trigger** to cycle the bottom team in the highlighted game. (Tournament Mode only)

Note: You cannot cycle the teams after you have completed at least one game.

To play or simulate a particular game:

- Mark a game and press **START**. The Tournament Tree overlay appears.
- Highlight START/CONTINUE ROUND and press **A** or **START**. Unmarked games in a round will be simulated and advance to the highlighted game. An overlay will prompt you if you wish to PLAY GAME or SIMULATE GAME. Choose accordingly. If you choose PLAY GAME, the Team Select Screen appears. (For more info, see page 2 - Quick Play).

To auto-simulate all unmarked games and rounds:

Follow the instructions above to manually simulate user games.

- Highlight any game and press **START**. The Tournament Tree overlay appears.
- Highlight SIMULATE ALL UNMARKED GAMES and press **A** or **START**.
- If you wish to immediately simulate without watching the scores appear, press **A**.
- Simulation will stop at any marked game.

Additional marking commands:

In Career Legacy, you cannot use these functions.

- Highlight any game and press **START**. The Tournament Tree overlay appears.
- Highlight MARK ALL and press **A** or **START**. All games will be marked and playable.
- Highlight MARK NONE and press **A** or **START**. All games will be unmarked.
- Highlight MARK PLAYER CONTROLLED and press **A** or **START**. All games with at least one user-controlled team will be marked.

Advancing to the next tournament:

After you have completed a conference tournament, the conference's MVP will be announced. Press **START** to return to the completed Tournament Tree.

- Highlight any game and press **START**. The Tournament Tree overlay appears with two options.
- Highlight ADVANCE TO NEXT CONFERENCE TOURNAMENT to proceed to the next conference in alphabetical order. In Tournament, Season, and Open Legacy mode you can play in any game by using a combination of marking games and starting rounds, which is explained above.
- Highlight ADVANCE TO NCAA to simulate remaining tournaments and proceed to the NCAA Play-in Game.

NCAA Play In Game

The Tournament Play In Game pits two of the weakest teams against each other to qualify for the NCAA Tournament. This game represents one more hurdle for one of these underdog teams to overcome. In this mode, you can play this game.

- Press **A** or **START**. An overlay will prompt you if you wish to Play Game or Simulate Game. Choose accordingly. If you choose Play Game, the Team Select Screen appears. (For more info, see page 2 - Quick Play).

Management

The Management Menu gives you access to the following areas: Rosters, Team Lineup, Playbooks, Coach Profile, and Injury Report.

⇒ Rosters

The Roster Screen enables you to view and adjust the players on your team's roster. (For more info, see page 31 - Legacy).

⇒ Team Lineup

This screen enables you to adjust the starting lineup for your team. (For more info, see page 32 - Legacy).

⇒ Playbooks

The Offensive and Defensive Playbooks Screens allow you to choose which plays will be available to you in your Play Call Overlay. (For more info, see page 8 - Quick Play).

⇒ **Coach Profile**

This screen is where you edit your coach's name, appearance, and coaching style. Once Season has started you cannot edit your coach. (For more info, see page 22 - Legacy).

⇒ **Injury Report**

The Injury Report Screen shows you injuries from around the nation for each team. To cycle between conferences, press **White** or **Black**. To cycle between teams, pull the **left trigger** or the **right trigger**.

Stats-Awards

The Stats Menu provides access to the following stats screens. There are some omissions from this page compared to the normal stats menu found in Legacy & Season.

- If there is more than one user-controlled team, move left or right on the **right thumbstick** to cycle between your teams.

⇒ **Team Stats**

From this screen, you can view the team statistics of each team in a conference.

- To switch amongst conferences, pull the **right trigger** or the **left trigger** to cycle forward and backward through the difference conferences.

There are 28 team statistical categories that you can view and sort. To sort, highlight the category that you would like to sort and press **Y**.

⇒ **Player Stats**

This screen shows the stats for every player, team by team.

- By default, the Player Stats Screen shows the players on your team. To view the stats of other teams, pull the **right trigger** or the **left trigger** to cycle forward and backward through teams. Press **Black** or **White** to cycle forward and backward through conferences.
- To sort any of the 31 different statistical categories, highlight a category and press **Y**.
- Highlight a player's row and click the **left thumbstick button** to view the player's Player Card.

⇒ **Tournament Leaders**

This is the screen where you can view the statistical leaders for the entire nation. Want to see who's leading the nation in scoring or rebounding? This is where you can find out. There are 31 different statistical categories that you can sort by highlighting the category and pressing **Y**.

⇒ **Awards**

After you finish your Conference Tournament and advance to the NCAA Tournament, the Season Awards Screen appears. Pull the **right trigger** or the **left trigger** to cycle forward and backward through the awards.

Options

This menu gives you access to the following options screens.

⇒ **Rules**

This screen allows you to customize the referees' calls. (For more info, see page 47 - Options).

⇒ **Gameplay**

This screen enables you to customize the gameplay. Press **A** or **Y** to cycle forward and backward through the options available. (For more info, see page 48 - Options).

⇒ **Gameplay Sliders**

The Gameplay Sliders allow you to adjust the gameplay to your liking. Pull the **right trigger** or the **left trigger** to toggle between the Human and Computer Sliders. (For more info, see page 49 - Options).

⇒ **Presentation**

This screen allows you to customize the appearance and sounds of the game. (For more info, see page 49 - Options).

⇒ **Controller Setup**

This screen allows you to view the controls for the game, as well as choose a different controller configuration. (For more info, see page 50 - Options).

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the available Controller Setups (Isomotion, Isomotion 2, and Stick Passing).
- Press **Black** or **White** to cycle forward and backward through the various control situations (Offense With Ball, Offense Without Ball, and Defense).

⇒ **Save / Load**

The Save / Load Menu allows you to save and load Legacies, Seasons, Tournaments, User Profiles, and Settings information. (For more info, see page 50 - Options).

Exit

You will be prompted before exiting the tournament. Be warned, all unsaved data will be lost and you will have to save your tournament and your profile individually to record all your data to continue from where you left off.

RIVALRY

School rivalries are a big part of the excitement of NCAA basketball. Choose a team and pit it against one of its top rivals in Rivalry Mode.

Rival Options

- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Injuries:** On (Default) or Off - When set to ON; players will occasionally get injured.
- **Fatigue:** On (Default) or Off - When ON, players on the floor will get fatigued. Fatigued players do not play as well and need to be subbed out for a rest.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When set to ON, players foul out of the game after committing 5 personal fouls. You can also reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.

Rivalry Game Select

This is where you cycle forward and backward through teams and conferences. Almost every team has at least one rival, which is listed on the right under "Rival List".

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the available teams.
- Press **Black** or **White** to cycle forward and backward through the various conferences.
- Move up or down on the **left thumbstick** or **directional pad** to select a rival.
- Press **A** or **START** to advance to the team select screen.

Team Select

This screen allows you to select the team that you will control during Rivalry Mode. (For more info, see page 2 - Quick Play).

GYM RAT

Play against a friend or the computer in a simulated gym setting where the only violations are out of bounds and traveling.

Gym Rat Options

- **Mode:** 2 on 2 (Default), 3 on 3, 4 on 4, 5 on 5 - Set the number of players in participating in Gym Rat.
- **Gamepoint:** 7 (Default) to 21 - Set the score needed to win.
- **Win By:** 1 (Default) or 2 - When set to 1, the team that accumulates "Game Point" first wins. When set to 2 the team that has accumulated "Game Point" and a two point advantage first wins.

Team Select

This screen allows you to select the team that you will control during Gym Rat. (For more info, see page 2 - Quick Play).

Gym Rat Rules

There are some fundamental differences between Gym Rat and normal gameplay, which make it a unique and exciting mode to play.

- There are no free throws or bonus situations. Once a violation has been committed, the ball is turned over to the other team.
- There is no first or second half. Gym Rat games are played continuously until a team reaches the winning score.
- Almost all violations are temporarily turned off when entering this mode but can be reactivated at your discretion.
- Field goal attempts are worth 1 point, and shots from beyond the three-point arc are worth 2 points.
- Each team gets 3 timeouts.
- The order in which positions are filled as team size is increased is as follows: Point Guard, Shooting Guard, Small Forward, Power Forward, and Center. In other words, a 2v2 game will start the two guards and a 3v3 game will add the small forward, etc.

PRACTICE

A win or a loss to a rival school hinges upon your ability to perform key moves on the court and run a precise, organized offense and defense. Practice mode gives you the opportunity to work on game basics, advanced moves and play calling. Three different practice modes are available: Standard, Scrimmage, and Free Throw.

Standard

This mode removes all violations and allows you to practice your shot timing and special moves with no defenders on the floor.

- The home point guard always starts with the ball
- Whenever the ball handler shoots the ball, there will be indication of how well you shot. The ratings are: Excellent, Good, Bad, and Poor.

Scrimmage

This mode allows you to run the basic plays for offense and defense in a fast paced scenario where play resets after one of the following conditions: the away team gets possession of the ball, a player commits a violation, or a basket is made.

- The home team plays offense, and the away team plays defense.

Free Throw

This mode lets you practice free throw shooting. FT Made, Attempts, and Percentage are tallied by an overlay at the bottom of the screen. (For more info, see page 2 - Quick Play).

- You can only select the home team, and this mode is single player only.
- You can turn the FT statistic overlay ON or OFF in Options > Presentation

Team Select

This screen allows you to select the team that you will control during Practice. (For more info, see page 2 - Quick Play).

OPTIONS

This menu gives you access to the following options screens.

Rules

This screen allows you to customize the referees' calls.

- **Shot Clock:** On (Default) or Off - When ON, the offense has 35 seconds to shoot the ball before a violation is called (which will give the other team the ball).
- **Out of Bounds:** On (Default) or Off - When ON, a turnover is called when a ball carrier steps out of bounds.
- **Backcourt Violation:** On (Default) or Off - When ON, a turnover is called when the ball carrier crosses back to his half of the court with the ball.
- **10 Seconds ½ Court:** On (Default) or Off - When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 10 seconds.

- **5 Seconds Inbounding:** On (Default) or Off - When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbound from out of bounds.
- **3 Seconds In Key:** On (Default) or Off - When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.
- **Closely Guarded:** On (Default) or Off - When ON, a turnover is called when the ball handler is closely guarded by a defender for five seconds.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When ON, a player is only allowed 5 personal fouls per game before he has to leave the game. You can also set the number of fouls needed to foul out to 1, 2, 3, or 4.
- **Charging / Blocking:** All (Default), None, or Most - An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position. A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player). When set to ALL, all charging or blocking fouls will be whistled by the refs.
- **Pushing:** All (Default), None, or Most - A pushing foul is called when a player pushes another player with his arms. When set to ALL, all pushing fouls will be whistled by the refs.
- **Reaching Foul:** All (Default), None, or Most - A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and he makes contact with the ball carrier anywhere other than the ball carrier's hands. When set to ALL, all reaching fouls will be whistled by the refs.
- **Shooting Foul:** All (Default), None, or Most - A shooting foul is called when a defender makes contact with the shooter that affects the shot. When set to ALL, all shooting fouls will be whistled by the refs.
- **Goaltending:** On (Default) or Off - A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim. If a defender commits a goaltending violation, the shot is counted as a successful basket. When set to ON, goaltending violations will be whistled by the refs.
- **Traveling:** On (Default) or Off - A traveling violation is called when a ball carrier takes more than one step prior to dribbling or more than two steps after stopping his dribble. Traveling violations result in a turnover. When set to ON, traveling violations will be whistled by the refs.

Gameplay

This screen enables you to customize the gameplay. Press **A** or **Y** to cycle forward and backward through the options available.

- **Play Mode:** Simulation (Default) or Arcade - In SIMULATION, the game is set to be as realistic as possible. In ARCADE mode, players never tire out, injuries never occur, and player's ratings are improved in areas such as ball handling and dunking.
- **Difficulty:** Starter, All Conference (Default), All American - Set the game difficulty.
- **Game Speed:** Slow, Normal (Default), and Fast - Set the game speed.
- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Pass Tag Icon:** On (Default) or Off - Icon Passing enables you to pass the ball to a specific teammate (see page [page # missing]). With this option OFF, no icons will appear over your teammates' heads when you perform Icon passing. This is nice in multiplayer, as your opponent will not know that you are about to pass the ball.

- **Player Energy:** On (Default) or Off - When OFF, players never get tired.
- **Injuries:** On (Default) or Off - When OFF, injuries never occur.
- **Ball Handler Auto Switch:** On (Default) or Off - When ON, the user always controls the player with the ball (when his team has possession). When OFF, the user chooses the player he controls manually.
- **Defense Auto Guard On Inbounding:** On (Default) or Off - When ON, the user automatically controls the Point Guard when the opposing team inbounds the ball.
- **Defense Auto Crouch:** On or Off (Default) - When ON, the user's defender will automatically crouch down in a defensive stance when he's in front of the ball handler.
- **Free-Throw Distractions:** On (Default) or Off - When ON, if you are playing as the home team, you can attempt to distract the player shooting free throws. Moving the **left thumbstick** around causes the other user's controller to vibrate while he/she is shooting. Moving the **right thumbstick** around causes the crowd to wave distracting placards in the background.
- **Shot Clock Visual Warning:** 5 Seconds, 10 Seconds (Default), 15 Seconds, 20 Seconds, 25 Seconds, 30 Seconds, Always On, or Off - The Shot Clock Visual Warning is an overlay that appears in the upper right corner of the screen to show you how much time is left on the shot clock. This option allows you to set at which point in the clock countdown the Shot Clock Visual Warning appears.
- **Shot Clock Audio Warning:** 5 seconds (Default), 10 seconds, 15 seconds, 20 seconds, 25 seconds, 30 seconds, Always On, or Off - The Shot Clock Audio Warning is a beeping sound that plays every second as the shot clock counts down. This option allows you to set at which point in the clock countdown the Shot Clock Audio Warning begins to play.

Gameplay Sliders

The Gameplay Sliders allow you to adjust the gameplay to your liking. Pull the **left trigger** or the **right trigger** to toggle from the Human Sliders to the Computer Sliders.

- **Close Shot Percentage:** Sets the percentage of close shots that are successful.
- **Medium Shot Percentage:** Sets the percentage of medium shots that are successful.
- **3PT Shot Percentage:** Sets the percentage of 3 point shots that are successful.
- **Dunk Percentage:** Sets the percentage of dunks that are successful.
- **Lay-Up Percentage:** Sets the percentage of lay-ups that are successful.
- **Dunk / Lay-Up Percentage:** Increase the slider to increase players' tendency to dunk. Decrease the slider to increase players' tendency to lay the ball up.
- **AI Close Shot Tendency:** Sets the tendency of AI players to shoot a close range shot.
- **AI Medium Shot Tendency:** Sets the tendency of AI players to shoot a medium range shot.
- **AI 3PT Shot Tendency:** Sets the tendency of AI players to shoot a 3 pointer.
- **AI Dunk / Lay-Up Tendency:** Sets the tendency of AI players to go for dunks and layups.
- **Charge / Block Fouls:** Increases or decreases the amount of charging and blocking fouls that are called.
- **Shooting Fouls:** Increases or decreases the amount of fouls that are called when players try to block a shot.
- **Reaching In Fouls:** Increases or decreases the amount of fouls that are called when a player tries to steal the ball.
- **Steal Rating:** Increases or decreases players' steal ratings.

- **Block Rating:** Increases or decreases players' block ratings.
- **Speed Rating:** Increases or decreases players' speed ratings.
- **Ball Handling Rating:** Increases or decreases players' ball handling ratings.
- **Dunk Rating:** Increases or decreases players' dunk ratings.
- **Defensive Awareness:** Increases or decreases players' defensive awareness.
- **Injury Frequency:** Increases or decreases the frequency of player injuries.
- **Fatigue Rate:** Increases or decreases the speed with which players get tired.
- **Recovery Rate:** Increases or decreases the speed with which players recover from being tired.

Presentation

This screen allows you to customize the appearance and sounds of the game.

- **Player Intros:** On (Default) or Off - When ON, the players for each team are introduced before the game.
- **Action Replay:** On (Default) or Off - When ON, an action replay will frequently appear after impressive plays.
- **Cut Scenes:** On (Default) or Off - When ON, cut scenes (including view of the fans celebrating or the coach talking to his players) will occasionally play during the course of the game.
- **Possession Switch / Action Freeze:** On (Default) or Off - When ON, after a change of possession, the action pauses while the camera flips to face the opposite direction.
- **Free Throw Routines:** On (Default) or Off - When ON, some players will perform a warm-up routine before shooting each free throw.
- **Statistic Overlays:** On (Default) or Off - When ON, overlays will appear during the game to point out game stats.
- **Ability Icon:** On (Default) or Off - When ON, icons beneath the user-controlled player and the ball handler show the players' abilities. (For more info, see page 8 - Quick Play).
- **Ball Holder Text:** Name, Number & Position, Name & Position (Default), None - Sets the text that appears beneath the user-controlled player and the ball handler.
- **Vibration:** On (Default) or Off - When ON, the user's controller vibrates during dunks and when posting up.
- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Floor - Choose one of four pre-set audio presentations. Notice that the audio sliders adjust to create the desired audio effect. If you manually change any of the succeeding audio sliders, this setting will change to CUSTOM.
- **Commentary Volume:** Set the volume for Mike Patrick's and Jay Bilas' voices.
- **PA Volume:** Set the volume for the PA announcer's voice.
- **Sound Effects Volume:** Set the volume for the sound effects, such as the squeak of players' sneakers on the court, or the rattle of the ball on the rim.
- **Crowd Volume:** Set the volume of the crowd's cheers.
- **Player Chatter Volume:** Set the volume of the players' speech.
- **Band Music Volume:** Set the volume of the team bands.
- **Chant Music Volume:** Set the volume of the crowd chants.
- **Menu Music Volume:** Set the volume of the music that plays in the menus.

Controller Setup

This screen allows you to view the controls for the game, as well as choose a custom control configuration.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the available Controller Setups (Isomotion, Isomotion 2, and Stick Passing).
- Press **Black** or **White** to cycle forward and backward through the various control situations (Offense With Ball, Offense Without Ball, and Defense).

Save / Load

With the Save / Load option, you can save your game progress, settings, rosters, and playbooks, or resume any games you have previously saved.

⇒ Load

Go to the Load Screen to access any game files you have previously saved to your memory unit or the Xbox Hard Disk.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight the file you want to load, then press **A**. You will return to your game at the last point you saved.

⇒ **Save “Game”** (while in Franchise, Season, Playoffs, or Tournament Modes)
This is where you can save your game in progress.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, and press **A** to create a new file. Then use the Virtual Keyboard to enter a name.

⇒ Save Settings

This is where you can save your options settings and playbooks.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, and press **A** to create a new file. Then use the Virtual Keyboard to enter a name.

⇒ Save Export Roster

This is where you can save an exportable roster, which can be imported to ESPN NBA Basketball.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, and press **A** to create a new file. Then use the Virtual Keyboard to enter a name.

⇒ Save Profile

This is where you can save individual user profiles.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.

- Highlight a slot, and press **A** to create a new file. Then use the Virtual Keyboard to enter a name.

⇒ **Save Roster**

This is where you can save your roster changes, created players and created schools.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight a slot, and press **A** to create a new file. Then use the Virtual Keyboard to enter a name.

⇒ **Delete**

Free up some space on your memory unit or the Xbox Hard Disk by deleting ESPN College Hoops files you no longer want.

- Pull the **right trigger** or the **left trigger** to toggle between memory units (if inserted) and the Xbox Hard Disk.
- Highlight the file you want to delete, then press **A**. When prompted to confirm, select YES.

⇒ **Roster Updates**

If you have downloaded any new roster or schedule updates from Xbox Live, you can load them here. Highlight the file and press **A** to load it.

ROSTER MANAGER

Roster Manager allows you to create and edit players, playbooks, and teams.

- You can move up or down on the **left thumbstick** or the **directional** pad to select an option.
- Press **START** or **A** to access the selected menu option.

Rosters

The Roster Screen enables you to view and adjust the players on your team's roster. (For more info, see page 31 - Legacy).

⇒ **Team Lineup**

This screen enables you to choose the starters for your team. (For more info, see page 32 - Legacy).

Classic Rosters

This screen functions exactly like Rosters, but only unlocked teams purchased from the Campus Store will be displayed here.

Create Player (Select Slot Screen)

Allows you create up to 100 customizable players from scratch, and assign them to the team of your choice.

- Highlight an existing created player and press **A** to be brought to the Edit Player screen.
- Press **Y** when you have at least 1 created player to be brought to Assign Players Screen (seen below).
- Highlight an existing created player and press **White** to delete a created player. You may not delete a created player that is already assigned to a team.

⇒ **Edit Player**

There are 5 Edit Player categories where you can edit your created player as you see fit. They are: Edit (Vitals), Appearance, Accessories, Tattoos, and Attributes. Want a 4'6" shot blocker? You have come to the right place.

- Move up or down on the **left thumbstick** or the **directional pad** to move highlight.
- Press **A** to increase / toggle highlighted option.
- Press **Y** to decrease / toggle highlighted option.
- Pull **right trigger** or **left trigger** to cycle forward and backward through the 5 Edit Player categories.
- Move and hold left or right on the **right thumbstick** to rotate the player model.
- Press **START** to create that player or save changes.
- Press **B** to exit out of the screen and cancel create or edit player.
- Editing certain fields will take you to a different screen that functions similarly to Editing a Coach's Name. (For more info, see page 22 - Legacy).

⇒⇒ **Edit (Vitals)**

Here you can edit First Name, Last Name, Home Town, Class, Position, Jersey Number, Height, and Best Hand.

- In order for the commentators to call out your First and Last Name in gameplay it must exactly match a name in the name list.
- Be mindful when setting your player's best hand, as he will only be able to perform certain moves when dribbling the ball with that hand.

⇒⇒ **Appearance**

Here you can edit your player's physical appearance.

- Changing an existing player's Skin Color or Hair Style will change his player card picture to a silhouette.
- All created players' pictures appear as a silhouette.

⇒⇒ **Accessories**

Here you can edit your player's accessories to uniquely distinguish your player from the pack!

⇒⇒ **Tattoos**

This screen allows you to give your player up to four tattoos.

⇒⇒ **Attributes**

Here you can edit the player's ability ratings. Some attributes' ratings are affected by a player's height.

⇒ **Assign Players**

Once you have created at least 1 player, you can access this screen to assign him to a team.

- Move any direction on the **left thumbstick** or the **directional pad** to move highlight.
- Press **A** or **START** when selecting a created player to shift highlight upwards to the existing team's roster. Select the player you want to replace, then press **A** or **START** again to swap players.
- Press the **Black** or **White** button to cycle forward and backward through conferences.
- Pull the **left trigger** or **right trigger** to cycle forward and backward through teams.
- Press **Y** over a player in the bottom field to add that player to the recruit pool. When you start a legacy, he can be scouted and recruited.

Note: You cannot assign players to classic teams.

Create School

Allows you create up to 20 customizable schools from scratch and use them to replace an existing school.

To edit a created school:

- Highlight a created school and press **A** or **START**. Choose "Edit School" from the overlay that appears.
- You cannot edit default schools.

To delete a created school:

- Highlight a created school and press **A** or **START**. Choose "Delete School" from the overlay that appears.

To assign a created school:

- Highlight a created school and press **A** or **START**. Choose "Assign Created School to Existing Team" from the overlay that appears.

⇒ **Create School**

There are 9 Create School categories where you can edit your created school as you see fit. They are: School, Logo and Mascot, Arena, Floor, Basket, Uniform, Coach, Cheerleader, and Fight Song.

- Press **A** to increase / toggle highlighted option / enable color sliders.
- Press **Y** to decrease / toggle highlighted option / enable color sliders.
- Move up or down on the **left thumbstick** or the **directional pad** to move highlight.
- When a color slider is activated, move left or right on the **left thumbstick** or the **directional pad** to adjust the sliders. After you set the sliders, press **A** or **Y** to confirm changes.
- Pull **right trigger** or **left trigger** to cycle forward and backward through the 9 Edit Player categories.
- You may hold left or right on the **right thumbstick** to rotate the Mascot, Basket, Uniform, Coach, and Cheerleader model.
- Press **START** to create that school or save changes.

- Press **B** to exit out of the screen and cancel Create or Edit School.

⇒⇒ **School**

Here you can edit your School's name, location, and colors. Editing School Name, Team Name, and City functions the same way as editing a Coach's Name. (For more info, see page 22 - Legacy).

- When editing Acronym, move any direction on the **left thumbstick** or the **directional pad** to highlight a key and press **A** to input it. You may cancel by pressing **B**. When you are done, press **START** to confirm your changes.
- In order for the commentators to call out your Team Name in gameplay it must exactly match a name in the name list.

⇒⇒ **Logo and Mascot**

Here you can edit your Logo Design and select your school's Mascot.

⇒⇒ **Arena**

Here you can edit your court's appearance. Editing Arena Name functions the same way as editing a Coach's Name. (For more info, see page 22 - Legacy).

⇒⇒ **Floor**

Here you can edit your home court's appearance.

⇒⇒ **Basket**

Change the appearance of the baskets at your home arena.

⇒⇒ **Uniform**

Here you can edit the appearance of your team's uniform.

⇒⇒ **Coach**

Here you can edit your coach's appearance.

⇒⇒ **Cheerleader**

Here you can edit your cheerleaders' appearance.

⇒⇒ **Fight Song**

Select your team fight song from a list of over 100. Get ready to spend some time here!

- To sample songs, simply cycle forward and backward through the available selections and the song will play from the beginning.

⇒ **Assign School**

Once you have created at least 1 school, you can access this screen to assign a school to a team.

- Press **A** to assign the highlighted created school with the team.
- Press the **Black** or **White** button to cycle forward and backward through conferences.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through teams.
- You cannot assign schools to classic teams.

Playbooks

You may customize and create playbooks here.

⇒ Offensive Playbook

This screen allows you to choose which offensive plays are accessible to you from the Play Call Overlay during gameplay. (For more info, see page 32 - Legacy).

⇒ Defensive Playbook

Through the course of game most teams will use a variety of defensive plays, depending on the situation. (For more info, see page 32 - Legacy).

⇒ Create Playbook

This screen allows you to create up to 20 custom playbooks.

- Pull the **right trigger** or **left trigger** to cycle forward and backward through custom playbooks. You may create a total of 20 playbooks.
- Move up or down on the **left thumbstick** or the **directional pad** to move the arrow highlight.
- Press **A** to move the arrow highlight from the Custom Playbook window to the All Plays window. Press **A** again to assign that selected play to that slot in the playbook.
- Press **Y** to edit the selected playbook's name. You will be brought to the Virtual Keyboard. When editing the name, move any direction on the **left thumbstick** or the **directional pad** to highlight a key and press **A** to input it. You may cancel by pressing **B**. When you are done, press **START** to confirm your changes.
- To delete a play, highlight it and press **Black**.
- There has to be at least 4 plays in order to use a Custom Playbook. If you have 1-3 plays in any playbook, when backing out you will be prompted to let the CPU automatically choose plays for you.
- Press **START** to access the Copy Playbook Screen. (seen below)
- Press **B** when you are done. In order to save your playbooks, access the Options > Save/Load and save a Settings file.

⇒⇒ Copy Playbook

Copy an existing team's default playbook to your selected custom playbook.

- Move up or down on the **left thumbstick** or the **directional pad** to move the highlight and sample the offensive play in motion.
- Press the **Black** or **White** button to cycle forward and backward through conferences.
- Pull the **left trigger** or **right trigger** to cycle forward and backward through teams.
- Press **START** to copy all plays into your selected custom playbook. This will overwrite the custom playbook's plays in the respective slots. Use this to model your playbook after a particular team's style of play.
- Press **B** to cancel out of this screen.

Reset Rosters

Selecting this will reset all players' characteristics and statistics to their default value, as well as reset players and schools to their respective conference and team. Created players and schools will not be deleted and will be set to unassigned.

CAMPUS STORE

The Campus Store allows you to check your User Info, purchase Unlockables, and chill out at the Student Lounge, where you can play Air Hockey or listen to the Jukebox.

- You can use the **left thumbstick** the **directional pad** to look around the store and you can press **START** or **A** to access the selected area.

Unlockables

Here is where you spend your user challenge points. The 115 unlockable items are classified into the following categories: Mascot Teams, Alternate Uniforms, Professional Courts, Classic Teams, and Fantasy Courts.

- Move left or right on the **left thumbstick** or the **directional pad** to cycle forward and backward through the categories and the items on the shelf.
- You may move up or down on the **right thumbstick** to cycle forward and backward through multiple profiles.
- Unlockables are accessible on the Team Select Screen.

⇒ **Mascot Teams** (28 items)

Here you can purchase the mascot uniforms for certain teams. Prices vary from low to high.

- Press **A** to select a mascot and read its description. Press it again to purchase the item.

⇒ **Alternate Uniforms** (10 items)

Here you can purchase alternate uniforms for choice teams. Prices vary from low to moderate.

- Press **A** to select a uniform and read its description. Press it again to purchase the item.

⇒ **Fantasy Courts** (6 items)

Here you can purchase fantasy courts for choice teams. Prices are generally high.

- Press **A** to select a fantasy court and read its description. Press it again to purchase the item.

⇒ **Professional Courts** (21 items)

Here you can purchase professional courts. Prices are all moderate.

- Press **A** to select a professional court and read its description. Press it again to purchase the item if you have enough challenge points.

⇒ **Classic Teams** (50 items)

Here you can purchase classic teams to play as. Prices vary from low to high.

- Press **A** to select a classic team and read its description. Move up or down on the **left thumbstick** or the **directional pad** to scroll up or down through longer descriptions. Press **A** again to purchase the item if you have enough challenge points.

Player Info

This is where you can manage your profiles, check your overall statistics, and view all the challenges.

⇒ Profile Manager

This screen lets you save, rename, unload, and create profiles.

- Move up or down on the **left thumbstick** or the **directional pad** to highlight a profile manager menu option.
- Press **A** or **START** with “Create a Profile” selected to bring up the Virtual Keyboard. Move any direction on the **left thumbstick** or the **directional pad** to highlight a key and press **A** to input it. You may cancel user profile creation by pressing **B**. When you are done, press **START** to save your new user profile to the Xbox Hard Disk.
- Press **A** or **START** over any existing profile to bring up the three options: Save, Rename, and Unload.

⇒⇒ Save

This option allows you to save your selected user profile to an Xbox Memory Unit or the Xbox Hard Disk.

- Move up or down on the **left thumbstick** or the **directional pad** to highlight a save. Press **A** or **START** over an existing profile to overwrite or choose “Create New Save” to create a duplicate of your record with a new name.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through Xbox Memory Units or the Xbox Hard Disk.

⇒⇒ Rename

This option brings up a Virtual Keyboard for you to rename your selected user profile. Renaming a profile will not automatically save your profile.

- Move any direction on the **left thumbstick** or the **directional pad** to highlight a key and press **A** to input it. You may cancel user profile creation by pressing **B**. When you are done, press **START** to confirm your changes.

⇒⇒ Unload

This option permanently removes the selected profile from usage in all game modes. This option will not delete the selected profile from your Xbox Memory Units or the Xbox Hard Disk.

⇒ Player Stats

This screen lets you view your cumulative statistics tallied from all your completed games. In order for statistics to be recorded, you must play through an entire game without quitting.

- You may move up or down on the **right thumbstick** to cycle forward and backward through multiple profiles.

- Move up or down on the **left thumbstick** or the **directional pad** to scroll through the list.

⇒ **Challenge Mode**

You can use this screen to keep track of completed challenges, total earned points, and remaining challenges for a profile. You can also view all the challenges, their type, level, and value. The 137 unlockable challenges are classified into the following categories: Player, Team, Legacy, and Human.

- Move up or down on the **left thumbstick** or the **directional pad** to highlight a challenge.
- Press the **Black** and **White** buttons to cycle forward and backward through challenge types.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through challenge levels.
- You may move up or down on the **right thumbstick** to cycle forward and backward through multiple profiles.
- Human challenges offer a lot of variety such as “Hanging 2 Consecutive HORSE Letters in a Row” or “Score First Basket Of Game”.
- Player challenges encompass star power during gameplay such as “Stealing Three Times in a Single Game”.
- Team challenges encompass finesse during gameplay such as “Committing No Turnovers in Single Half”.
- Legacy challenges are only unlocked during Legacy play such as “Win the NCAA Tournament”.
- Listed at the bottom are the following: Minimum Attempts, Maximum Half Length, and Opponent Requirements. When specific challenges are highlighted, the value for these fields will change to a number must be adhered to by in order for that challenge to unlock. For example: “Shoot 80% From the Line” (Level 1, Player type) requires at least 6 free throws to be attempted by the user, and the half length can only be a maximum of 5 minutes long.

Student Lounge

Come here to play some tunes or challenge someone in Air Hockey or listen to the Jukebox.

⇒ **Soundtracks**

Play any of the tunes you have burned on your Xbox.

- Move up or down on the **left thumbstick** or the **directional pad** to highlight a song.
- Pull the **left trigger** or **right trigger** to cycle between music types.
- Press **A** to play the selected song.

⇒ **Air Hockey**

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left thumbstick** to move your paddle.
- Use the **right thumbstick** to move your paddle forward to shoot. The paddle will automatically return to its starting point when you re-center the **right thumbstick**.

- Pull the **right trigger** to center your paddle in front of your own goal.

XBOX LIVE

Here's where you really put your skills to the test. Challenge other players online with Xbox Live. You have to register for an Xbox Live account before using this feature.

Online Sign In

When you first enter Xbox Live, you must have an account to proceed.

To create a user account:

- Highlight NEW ACCOUNT and press **A**. You will be taken to the Xbox Dashboard.
- Follow Xbox Live Instructions to create a new account.

To use an existing user account:

- Move left or right on the **left thumbstick** to highlight the desired user account name.
- Press **A**.
- If the account has a Passcode, enter it.

To join as a guest:

- After the account holder has selected his account, highlight PLAY AS GUEST and press **A**.

To advance, press **START**.

XBOX LIVE MENU

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select Screen will appear.

OptiMatch

The OptiMatch Screen allows you to define what type of game you want to play.

- Press **A** or **Y** to cycle forward and backward through the game types (Exhibition, Starter, All Conference, All American, ESPN Slam Session, or Show All).
- Press **START** to find the available matches under that Game Type. The Match List Screen should appear.

Note: If you challenge another player to a game, you will play the game with the settings they selected.

Note: Exhibition games are unranked on the Leaderboards. If you would like to practice your skills a bit before playing games that count towards your standing, start in Exhibition.

⇒ Match List

The Match List Screen is where you challenge other players to a game.

- Pull the **right trigger** or the **left trigger** to cycle forward and backward through the game types.
- Press **START** to access the Friends List Screen (see below).

To challenge another user to a game:

- Highlight another user's match and press **A**.
- If the other user accepts, you will advance to the Team Select Screen. If your opponent and you both have an Xbox Communicator headset, you will now be able to use voice chat to communicate with one another.

If another user challenges you to a game you have created:

- To accept the challenge, highlight **ACCEPT** on the Challenge Overlay and press **A**. The Team Select Screen will appear.
- To refuse the challenge, highlight **DECLINE** and press **A**. Highlight your reason for declining (None, Rank, Reputation, or Busy) and press **A**. You will return to the Match List Screen.

⇒ **Friends List** (accessed by pressing **START** on the Match List Screen)

This screen lists your friends and those who have requested to be your friend.

- Highlight a friend and press **A** to access the options overlay.
- If your friend has created a game and you wish to play him, highlight **JOIN GAME** and press **A**.
- If you no longer wish to be friends with another user, highlight **REMOVE FRIEND** and press **A**.
- If you do not wish to hear your friends voice when you play against one another, highlight **MUTE VOICE** and press **A**.

To ask someone to be your friend:

- Play a game against them, select Xbox Live Options, select Recent Players, highlight the player's name and press **A**.
- Highlight **INVITE TO BE YOUR FRIEND** and press **A**.
- Alternatively, go to the Xbox Dashboard; select Xbox Live; select Account Management; select your account; select Friends; highlight **ADD FRIEND** and type in their name.

Create Match

Use this screen to Create a game with the options you desire. Press **A** or **Y** to move forward and backward through the options.

- **Game Type:** Exhibition (Default), Starter, All Conference, All American, or ESPN Slam Session - Pick the game type you wish to play.
- **Difficulty:** Starter, All Conference (Default), or All American - Set the difficulty for your Exhibition game.
- **Half Length:** 1-20 minutes (10 minutes by default) - Choose the length of each half.
- **Camera:** Default, Iso, Follow, High, Press, or Side - Choose the camera angle you want for the game.
- **Shot Clock:** On (Default) or Off - When ON, the offense has 35 seconds to shoot the ball before a violation is called.

- **Closely Guarded:** On (Default) or Off - When ON, a turnover is called when the ball handler is closely guarded by a defender for five seconds.
- **Foul Out:** On (Default), Off, 1, 2, 3, or 4 - When ON, a player is only allowed 5 personal fouls per game before he has to leave the game. You can also set the number of fouls needed to foul out to 1, 2, 3, or 4.
- **Game Speed:** Slo-mo, Slow, Normal (Default), Fast, and Turbo - Set the game speed.
- **Fouls:** All (Default), None, or Most - When set to ALL, all fouls will be whistled by the refs.
- **3 Seconds In Key:** On (Default) or Off - When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.
- **10 Seconds ½ Court:** On (Default) or Off - When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 10 seconds.
- **Private Game:** No (Default) or Yes - Set this Option to YES, and your game will only be visible to your friends.

Once you have finished setting your options, press **START** to create the match. You will advance to the Match List Screen, where your game will appear listed.

Xbox Live Options

Press **A** to toggle options or to access an option.

- **Online / Offline:** Set this option to ONLINE and other users will be able to see that you are logged on to Xbox Live. Set it to OFFLINE and they will not.
- **Voice Over Speakers On / Off:** Setting this option to ON will allow you to hear a remote user's voice if you do not have a headset. If you do not have a headset, then this option does not perform any function, as the voice is automatically routed through your headset.
- **Mask:** When using an Xbox Communicator, turn this option ON to mask your voice with the following options: None (Default, no voice-masking), Anonymous (a breathy soft voice), Cartoon (a nasal voice), Big Guy (a deep voice), Child (a high-pitched child voice), Robot (a monotone robot voice), Dark Master (a dark foreboding voice), Whisper (a quiet whispery voice), or Demon (an Imp-like higher-pitched whispery voice).
- **Friends:** Select this to access the Friends List Screen (described above).
- **Recent Players:** Select this to access the Players List Screen (described below).

⇒ Recent Players / Player's List

The Player's List Screen shows the players that you recently squared off against.

- Highlight the player's name and press **A**.

To ask the player to be your friend:

- Highlight INVITE TO BE YOUR FRIEND and press **A**.

To make it so that you do not have to hear the player's voice chat:

- Highlight PERMANENTLY MUTE VOICE and press **A**.

To send positive or negative feedback to Xbox Live about the player:

- Highlight SEND FEEDBACK and press **A**. The Feedback Overlay appears.
- Highlight the comment you wish to make and press **A**.

Leaderboards

The Leaderboard Screen downloads the current leaders from the server complete with their records.

- Pull the **left trigger** or **right trigger** to toggle between the following record categories (Starter, All Conference, All American, and ESPN Slam Session).
- Move up or down on the **left thumbstick** or the **directional pad** to scroll through the rankings.

Downloads

The Downloadable Content Screen will download the latest College Hoops rosters to keep your game up to date with the pros. Highlight an update and press **A** to download it.

Sign Out

Select Sign Out to log off of the Xbox Live network and return to the Main Menu.

ABOUT THE GAME

What's New

When selected, a video illustrating the new features in ESPN College Hoops will play.

- At any point during this video, press any button to exit the video.

Preview

When selected, a video featuring the entire ESPN Videogame line will play.

- At any point during this video, press any button to exit the video.

Registration

This screen provides useful information about the official ESPN Videogame website.

- Press **B** to back out of this screen.

Credits

This screen lists the names of the folks behind the curtains.

- Press **B** to back out of this screen.